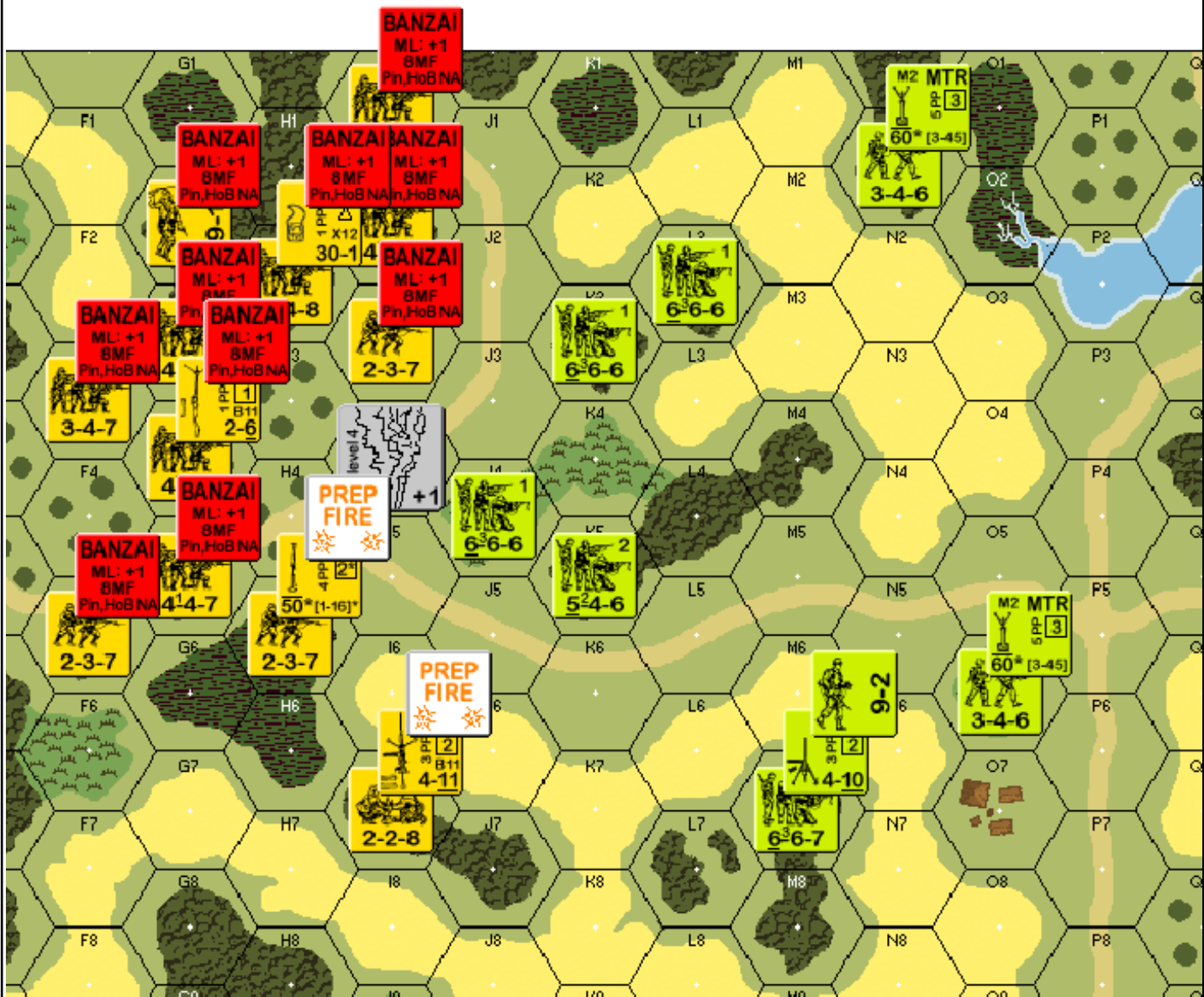


BANZAI!!!



The Newsletter of the Texas ASL Club
December 2022 Volume 27, Number 2

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EDITOR'S FOXHOLE

Rick Reinesch



Welcome back to another edition of the newsletter of Texas ASL, *Banzai!!!*. I hope everyone is safe and sound, and excited to play a lot of ASL upcoming in 2023. In this issue, we have a very special treat in store for you. Rich Summers and Robert Banozic had an old Crossfire article that they were planning on submitting for publication in a then upcoming issue of the *General* magazine, but that publication folded before that could happen. That article sat gathering dust all of these years until now! *Banzai!!!* is pleased to bring this lost treasure to the ASL community. The renowned Jim Bishop has been gracious enough to allow us to cross publish his excellent article on Prisoners. I finish this issue up with a wrap-up of the 29th Annual Texas Team Tournament. All this and more await you in this issue of *Banzai!!!*. Enjoy.

THE LOST CROSSFIRE: AP5 INVISIBLE FOES

Rich Summers & Robert Banozic



[Authors' Note: This article was originally written for inclusion in The General magazine. But with the unfortunate scuttling of that hobby flagship, the manuscript went into a folder, which went into a box, which was stashed away. Fast-forward 25 years, and some residential archaeology brought this ancient document to light once again. The original cuneiform tablets have been translated into electrons, and it can now be read here in the pages of Banzai!!!. Isn't technology great? No attempt has been made to update or modernize this "ASL Crossfire"; so be advised that all rules references are to the ASLRB 1st Edition. RB & RS].



Figure. AP5 map configuration and setup/entry areas.



JAPANESE

Robert Banozic

Rating: 55% Pro-Japanese

The war has not gone well for the Empire of the Rising Sun. As our last ally faces imminent collapse in Europe and the enemy assaults the territory of Nippon itself in the Ryukyus, no relief can be expected for my brave forces on Mindanao. But every day we hold out reduces the pressure on the Empire on every other front. It is our duty to inflict as many casualties as possible on the invading colonialists and their treasonous rebel allies as we defend the Greater East Asian Co-Prosperity Sphere. Asia for the Asians! Banzai!

JAPANESE DEFENSE

Advantages: HIP, ROF Weapons, Channeling Terrain, SAN

The best part about playing the IJA in ASL is the ability to plan - and spring - the numerous traps for which the Japanese are (in)famous. The only PTO scenario in ASL Action Pack #1, AP5 offers plenty of such opportunities; combining the various applicable rules, over half of the counters in my

Order of Battle (OB) can set up using Hidden Initial Placement (HIP). This includes all of my Guns and Fortifications. These guys really are invisible! I also have more - and generally more effective - Rate of Fire (ROF) weapons than do the attackers. This advantage is enhanced by the nature of the terrain, which serves to channel the GIs advancing from the south and east. Finally, a Sniper Attack Number (SAN) of '5' may not appear to be that much more intimidating than that of the Allies; but it is at this level that Snipers seem to become real threats rather than just another chance element in the scenario (at SAN: 5, Snipers should be activated 33% more often than at SAN: 4). Coupled with its ability to pick off leaders - which are far more important to the Allies than to my resilient samurai-soldiers - my Sniper can be a fearsome weapon indeed.

Disadvantages: FP, Dual VC

My forces are outnumbered by the enemy, but when you are playing defense that is expected. The real problem here is the firepower (FP) disparity, as squad-for-squad I am generally outmatched, and then there are all those Allied squads. Compounding this problem is the IJA's need to remain dispersed, as the Allies have their choice of two possible Victory Conditions (VCs) and can keep both options open until Game End. Therefore, the enemy can concentrate at will to go for the win, while my already out-gunned army must continue to guard against both VCs, at least until one or the other ceases to be feasible.

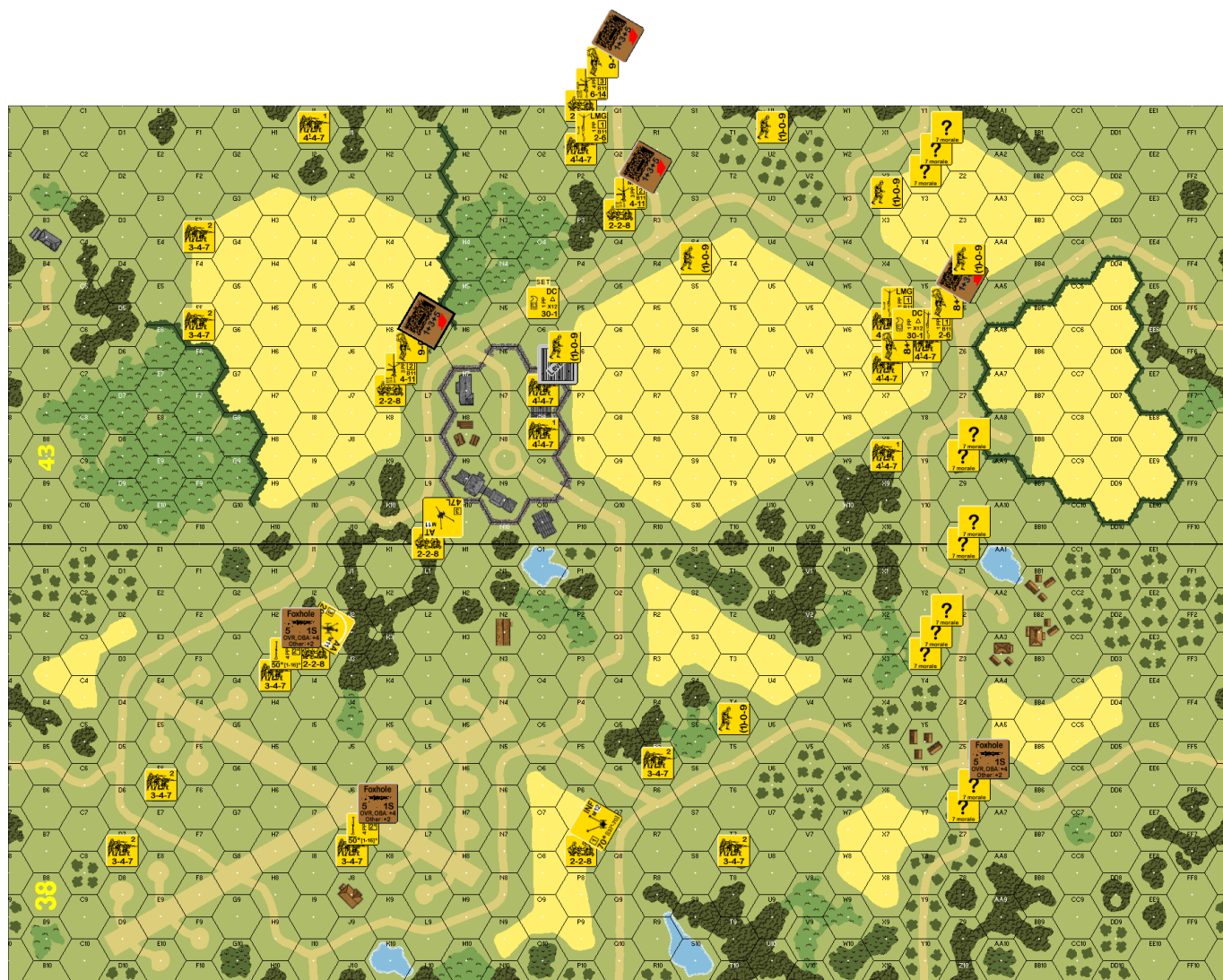


Figure: Japanese setup at the start of play. Concealments and HIP status have been removed for clarity.

Japanese Set-Up:

Board 43

Dummies:

Z8 2 x ?
Z10 2 x ?
Y2 3 x ?

Concealed:

X8 4-4-7
P1 4-4-7+LMG
O7 4-4-7
O8 4-4-7
I1 4-4-7
F3 3-4-7
F5 3-4-7

HIP:

Y6 8+1, 4-4-7+LMG IN 1+3+5 (CA: 2, Tunnel to Y3); T-H Hero OUTSIDE 1+3+5

X2 T-H Hero
X5 4-4-7+LMG
X6 8+1+DC, 4-4-7
U1 T-H Hero
S4 T-H Hero
Q3 2-2-8+MMG (Bore Sight U1) IN 1+3+5 (CA: 2, Tunnel to N4)
P0 9-1, 2-2-8+HMG (Bore Sight Q1) IN 1+3+5 (CA: 2, Tunnel to O3)
O5 A-T Set DC
O7(Lvl1) T-H Hero (A-T Set DC designated detonator)
L10/6 2-2-8+47L AT (Bore Sight K10)
K7 9-0, 2-2-8+MMG (Bore Sight V1) IN 1+3+5 (CA: 2, Tunnel to K10)

Board 38

Dummies:

Z6 2 x ? (IN HIP Foxhole)
Y3 3 x ?

Concealed:

T7 3-4-7
R5 3-4-7
J7 3-4-7+MTR (Bore Sight R8) (IN HIP foxhole)
H3 3-4-7+MTR (Bore Sight A4) (IN HIP foxhole)
E6 3-4-7
D7 3-4-7

HIP:

Z6 1S Foxhole
T4 T-H Hero
P7/2 2-2-8+70* INF (Bore Sight T7)
J7 1S Foxhole
I3/5 2-2-8+20L AA (Bore Sight 43A9)
H3 1S Foxhole

Because of the two possible Allied VCs, the Japanese commander must make an assessment of the likely attack routes for each one in determining how to deploy his forces

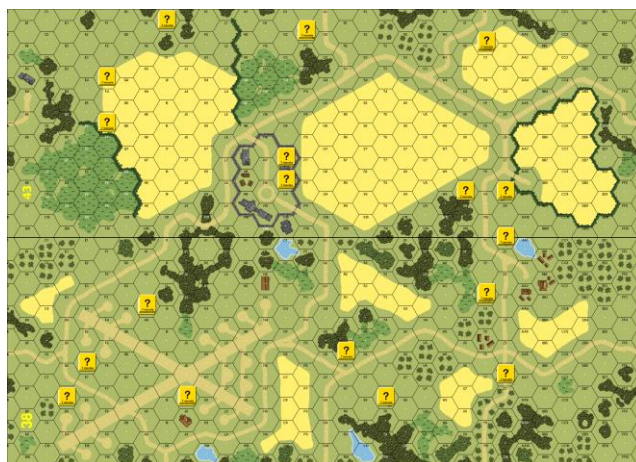


Figure: A depiction of what the Allied player actually sees when making his plans.

initially. If the Allies elect to try for building Control the bulk of their effort can be expected on Board 43, since this is where most of the buildings are located. On the other hand, a drive down board 38 would probably be preferred if the exit VC is chosen, as this is the best terrain for vehicles, and it is also the entry board for those Victory Point (VP)-laden supply trucks. Accordingly, board 43 has received a greater portion of my squads and machine guns (MGs), as these should be most useful in repelling an assault on the buildings, while most of my ordnance is positioned on board 38 to thwart a rush forward by the enemy's vehicles. Since the battlefield is only 20 hexes wide, lateral movement should not be difficult for my troops if it becomes clear that the Allied push is coming on only one of the two boards (most likely board 38 to exit, if the Allies select that strategy).

My visible first line of defense is all bluff, as I have only placed dummy stacks in the Y and Z hexrows at start. This illusion of strength is intended to slow the enemy assault a bit as he is forced to deal with these "threats". The foxhole sheltering the 38Z6 Dummies will lend an air of authenticity to this deception; since palm trees are not G.2 terrain, the appearance of this HIP Fortification when Rich's troops are within LOS might encourage him to treat this position with respect. Why waste a foxhole on a Dummy stack? Well, since I have not used all of my OB allotment of foxholes anyway, I scarcely consider this a waste. For the most part the terrain in this scenario is as good as or better than the protection offered by foxholes, which have the disadvantage of making Assault Move back/advance forward "skulking" maneuvers to duck Defensive Fire difficult to carry out. So if an otherwise unused foxhole can help me mislead the enemy a bit as to my true dispositions, why not?

The HIP positions at 43X5, X6, and Y6 have real bite, however, and I am hoping that these might provide those GIs with a painful sting. An 8+1 goes in the Pillbox with a 4-4-7 and Light Machine Gun (LMG) to prevent Cowering. A nice

Fire Lane out to EE3 might stymie the Americans on turn 1. The other 8+1 is serving as a Demolition Charge (DC) delivery boy at X6 with a 4-4-7 which is HIP so that the leader could be HIP (it could not have been HIP alone, G1.631). My thinking here is that when the Americans clear out the Y6 Pillbox they will be a ripe target for a DC attack. The tunnel from the Pillbox to Y3 is designed to lead to a hex which may be behind U.S. lines, and perhaps even a Rally point full of broken units. The squad at 43X8 provides some protection against an American attempt to drive down the middle of the playing area to outflank the hemp plantations created by Scenario Special Rule (SSR) 2.

The central area of board 38 is defended by the squads at R5 and T7 and, more importantly, the Infantry Gun (INF) at P7/2. This unusual piece has the ability to fire as normal Direct Fire ordnance or using Indirect Fire mortar (MTR)-type principles (see Japanese Ordnance Note #10). Had I placed this Gun in the dense jungle, bamboo, or hemp plantations it would have lost its ability to fire as a MTR (G2.24, 3.1, and SSR 2). But the kunai in P7 (only board 43 kunai has been transformed into hemp plantations) allows me to keep both options open. Against targets in dense jungle the Indirect Fire ability could be useful, with better To Hit (TH) chances and Air Burst DRM (B13.3, G2.1). On the other hand, Direct Fire will usually be a better choice vs. vehicles, or troops in less-protective terrain.

Mid-board 43 is studded with my most formidable defenses, and this is where I am trying to maximize the channeling effects of the terrain. The Americans can enter as far north as Q1, but if they try it they are going to pay. The Pillbox at P0/2 (but not its contents, B30.7) will be revealed as soon as an enemy unit enters LOS since it is not in Concealment Terrain (B12.33, G1.632). But the Fire Lane opportunity out to AA6, and the ability to control the board-edge approach make this by far the best location for the 9-1-directed Heavy Machine Gun (HMG). The squad and LMG in the stone building at P1 help support this position, as does the Medium Machine Gun (MMG) team HIP in a Pillbox at Q3/2. The squads at O7 and O8 are the nucleus of a defense of the central building cluster. Ideally, these will later be reinforced by the survivors falling back from my forward defenses. The leader-directed MMG in the HIP Pillbox at K7/2 can throw another Fire Lane down the road into V1.

I anticipate a late-game move by any surviving AFVs along the road through the K10 chokepoint to support the assault into northern board 38, so I have positioned the HIP 47L Anti-Tank Gun (ATG) at L10/6 to take advantage of such a move with a shot at the vehicle's rear CA, if I didn't already take a side shot at K9. Also, the Gun can be Manhandled into 38L1 if the Americans are coming down that board. This will succeed on a DR '5' or less the first time (+6 DRM) or, in a pinch, on a '7' if I accept the Low Ammo penalty allowed

by C10.3 (presumably this means the ATG would thereafter have B11, X12 malfunction numbers).

My northernmost units are primarily a screen against the thrust from those pesky Partisans. The MTR teams at 38J7 and H3 can make good use of a couple of foxholes for cover, and potentially have many Air Burst opportunities against targets in dense jungle. The J7 MTR can also fire into the mid-board area, and the HIP 20L AA at I3/5 serves equally well against either attacking Partisans or GIs attempting to exit via 38I10.

The last element of my defense concerns the disposition of my T-H Heroes. In this scenario I am entitled to 8 of these guys per G1.421, but unfortunately, they can't attack the American supply trucks (which are not AFVs). With only 4 potential targets, and the normal caution which I expect Rich to exercise in the use of his armor, I won't get anything like 8 opportunities to create T-H Heroes in the course of the scenario. Furthermore, I tend not to bother with DC Heroes (G1.424), as my feeling is that Japanese leaders make much more reliable and effective weapons systems when armed with a DC. So I have scattered 6 of my allowed T-H Heroes about HIP at start (G1.422) in various locations for use against armor or, perhaps better yet, in an unusual anti-Infantry role. I am hoping that U.S. units might advance onto these human land mines in the APh, get Ambushed and die in Hand-to-Hand CC! Alternatively, and perhaps more likely, these HIP units might interfere with the routing plans of some broken U.S. units. Ordinarily, routing into a HIP enemy unit results in death for the broken unit per A10.533. However, if a T-H Hero is revealed by a routing unit the T-H Hero is eliminated "immediately" (G1.425). So while the routing unit would unquestionably still be stopped in its tracks, this raises the issue of whether it should be eliminated because it arguably would not end the RtPh ADJACENT to a Known enemy unit (barring the presence of other ADJACENT non-HIP, non-concealed enemy units). While the interplay of A10.533 and G1.425 suggests that the routing unit would not be eliminated solely due to discovery of a HIP T-H Hero, my "feeling" is that it should be. The failure of the ASLRB to specifically address the consequences from entry of a HIP T-H Hero's Location by a routing enemy unit appears to me to be an oversight. But either way, if my T-H Heroes manage to cause any casualties or serious inconvenience through CC or RtPh surprise just once in the course of the scenario it will be worth it.

The T-H Hero at 43O7, Level 1, doubles as the designated detonator of the A-T Set DC (G1.6121) at 43O5. Since A-T Set DCs are only legal in 1945, and then only to the Japanese (EXC: NA vs. Russians), they are relatively rare in ASL scenarios, and their usage can come as a real surprise to your opponent. Well, I suspect that Rich will be looking for just this sort of thing, but the threat alone is enough to hinder use of his armor. And since A-T Set DC detonation isn't a

concealment-loss activity, the designated T-H Hero can continue to hang around for another job as the opportunities allow.

In this scenario I will generally be avoiding Close Combat (CC) with the enemy, even on my own Player Turn when usage of Hand-to-Hand CC (unless I get Ambushed, G1.64) yields a good chance for annihilating Allied forces. Although CC is a fine weapon when exterminating the enemy is a key component of the VC, I could theoretically win this scenario without eliminating a single Allied unit. I am trying to prevent building Control or exit; for those jobs I will need bodies. The high cost to the IJA of CC makes that tactic inadvisable here, except in the most favorable circumstances.



ALLIED
Rich Summers
Rating: 55% Pro-Allied

May 5, 1945. The war in Europe is nearly over. Not so the fighting in the Philippines. Six months after the first landings, large pockets of Japanese resistance remain. Day in and day out, the missions are all more or less the same: Take this village, clear that road. Today is different. A convoy is being routed through enemy lines to resupply some Filipino guerillas. With their help, maybe we can end this war.

ALLIED ATTACK

Advantages: Firepower, 9-2 Leader, Dual VC, Filipinos, SMOKE

Undoubtedly the biggest asset in the Allied camp is the American firepower. This takes the form of seventeen squads, a couple of medium machine guns (MMGs), two 1945 bazookas, two tanks (one a Sherman with a 105mm gun) and two halftracks. As each Japanese position is revealed, the Americans should be able to overwhelm it in short order, especially with a 9-2 leader directing the biggest fire groups. The dual victory conditions also help the Allied cause. Because the joint forces can win either by exiting a portion of their force, or by capturing most of the buildings on board, they get to determine how and where the scenario will be fought. This negates some of the advantages of the considerable Japanese Hidden Initial Placement (HIP). While the Filipino guerillas don't quite stack up to the Americans in terms of firepower, the locals will nonetheless play an important role, especially since their nine squads enter behind enemy lines. Finally in any scenario involving GIs, SMOKE frequently comes in handy. In addition to the squads' inherent grenades, there's the Sherman with both White Phosphorous and Smoke. The big tank also has those nice sM8 smoke mortars. And don't forget Vehicular Smoke Grenades (F.10) when moving the halftracks and the light tank.

Disadvantages: Terrain, Vehicular Vulnerability, Time

The giant hemp fields (SSR 2) that dominate board 43 are nearly as restrictive as bamboo and virtually dictate American movement on that board. They also block most lines of sight (LOS), partially nullifying the American firepower advantage. But that's only part of the problem. When things finally do open up, it's not necessarily for the better. A major portion of the playing field has been cleared for a Runway (B7), and the extra -1 DRM versus infantry or trucks on the tarmac means it's literally murder to cross. Next, despite the relatively poor anti-tank capability of the three Japanese Guns, all the US vehicles are at a bit of a disadvantage. Even the Sherman is vulnerable to side or rear shots from the hidden 47mm Gun, and Deliberate Immobilization (C5.7) is another worry. Allowing for Point Blank Fire and Bore Sighting, the risk of immobilization could exceed 50% per shot. On top of this, add the threat posed by 8 potential tank-hunter heroes and the likelihood of a hidden A-T Set DC. The softer-skinned vehicles will have an even tougher time, particularly the valuable trucks of the supply convoy. Finally, eight and one-half turns is not a long time when faced with a largely hidden, nearly fanatic enemy that has to be dug out of virtually every position.

Allied Turns 1 and 2

As I see it, the stifling terrain cuts Allied options to three. The first and simplest sees the turn 1 and turn 2 American forces sticking to their respective entry boards for the first phase of the game. In this case, the large American combat group fights its way toward the airfield astride the single road through the board 43 hemp, while the turn 2 supply convoy and its escort work cautiously toward the airfield up the board 38 road. Typically, the undergunned and vulnerable supply convoy will get hammered, but it does serve as a diversion. Without the exit points of the supply convoy, however, the Allies are pretty much forced to win by capturing buildings. Fortunately, most of these lie along the route of the turn 1 forces, and a win is still feasible.

The second option has the supply convoy fighting its way onto board 43 where it joins up with the main US force. Again, the combat team will be blasting its way along the road through the hemp, but now it will receive an infusion of firepower from the convoy escort (which includes the two armored halftracks). The soft-skinned trucks will also gain the protection of the bulk of the US troops. Here, victory by either exit or building control is achievable, although building control is still probably the easiest.

Last but not least, the final option is the mirror image of plan two. Instead of the supply convoy working toward the main show, now the combat contingent blasts its way onto board 38 where it meets up with the convoy and blazes a trail through the more open terrain. A victory by building control is out of the question here, since most of the buildings are on

board 43, but usually so are most of the defenses. The key in this case is to work up to the airfield quickly so the perimeter defenses can be suppressed. This will then enable a large portion of the American force to make their escape.

In my experience, the last two options offer the best chances for success. Looking for an exit win can be a bit more nerve-racking, however, as each VP goes down, but the terrain on board 38 is infinitely more favorable for maneuver and the application of heavy firepower. One of the appealing features of this scenario is the fact that both sets of victory conditions are attainable and equally challenging to work toward.

Now comes the hard part. Rob's visible setup is of little help in picking an attack strategy since most of the key Japanese positions are undoubtedly hidden. Moreover, of the eighteen concealed stacks on board, fully one third may be dummies. I imagine that most of these are concentrated in the southwest, where the weak supply convoy is due to arrive, with some in the northeast hemp fields, intended to sway the Filipinos to enter elsewhere. Only five of the concealed enemy stacks contain more than a single unit, and these probably mark the positions of the two 50mm mortars (both set up in the open around the airfield) and possibly the three Nambu LMGs most likely manned by 4-4-7 squads. One of the LMGs seems to be placed in some board 38 bamboo where it can rake the supply convoy, the other two look like bookends bracketing the northernmost entry area on board 43. Surprisingly, given the proximity of the northern entry area to most of the VC buildings, this region otherwise appears sparsely populated. Doubtless an invitation from the Japanese Imperial Staff to enter here. Not being one to turn down an invite from a belligerent, I'll take the challenge and shoot for the board 43 building/exit offensive (i.e. option 2). If there's a ton of IJA HIP stuff in the area, better to find out early, and face off against it with full firepower. Of course, the board 38 exit offensive (option 3) would avoid all this hassle, but I suppose that will have to wait until the sequel.

That decision being made, the big tactical worry is that Stealthy Japanese are hiding in the board-edge jungle that bisects part of the chosen entry area. Cleared of enemy, these jungle hexes, with their +2 TEM and Rally bonus, will be the base from which the US offensive will develop. In the early going, however, enemy units stationed there could be shooting GIs in the back. Worse yet, a busted doughboy's rout options would be drastically curtailed, possibly leading to Failure to Rout eliminations. To counter this, the initial US moves will be cautious, and the jungle will be Searched (A12.152) with a fine-toothed comb.

Since finding the enemy is almost as important as eliminating them, the GIs will start with the full allotment of pre-game Deployment – 4 HSs. (This is something that I usually do anyway to maximize maneuver options.) In the first Rally Phase four more first line squads will attempt Deployment, and at least two probably succeed. The

Movement Phase then sees one of the at-start HSs entering and Searching the T0 jungle. Against the Japanese, Searches usually suffer a +2 drm (G1.63) but regardless of die roll this HS will Search its own hex (A12.152 errata). Moreover, half the time it will also get a glimpse into at least one other hex. Here, the first choice would be the adjacent jungle hex, U1. Next, another at-start HS Assault Moves into Q1, adjacent to the P1 stone building with its concealed contents. A near-suicide mission, this HS has the task of drawing First Fire and freezing Subsequent First Fire from the building. The V0 jungle then gets Searched, preferably by a HS (depending on Deployment). These opening moves will usually determine the extent of the key Japanese board-edge preparations. Note, however, that HIP units discovered by a Search are not entirely revealed, but placed on board under a concealment counter (A12.152; except for T-H Heroes, which are eliminated per G1.425).

At this point, much depends on what has been discovered. Several concealed GI squads, plus the two MMGs and 9-2 leader, are offboard behind the board-edge jungle. These men are available to confront any threats that turn up. Some will strip concealment from previously-hidden Japanese by entering their hex (A12.15). Others will move into adjacent firing positions where they'll be joined by the 9-2. The big guy will be the last American to move onboard, however, minimizing the chance that a Sniper will seek him out from a small number of initial targets. Rounding out the jungle clearance team, a few men, preferably recently-Deployed HSs, will position themselves offboard adjacent to any newly discovered enemy positions. Retaining concealment during their offboard move (A2.51), these units will Advance into Close Combat (CC) contributing a -2 drm to the Ambush attempt. The combination of concealed units and the 9-2 will more than make up for Japanese Stealth (G1.6) and the difficulty of attacking into jungle/kunai/bamboo (G.6). Consequently, any 4-4-7 discovered along the board edge will usually be eliminated in the first round of CC (87%) with less than a 10% chance of return casualties. The odds get even better if the enemy squad ends up Pinned or reduced as a result of 9-2-directed Advancing Fire.

Moving south, to deal with the presumed Nambu team in Y2, an elite squad and the 8-1 leg it into the Z1 hemp (via Z0) risking a 12 'even' point blank shot. If these guys draw fire, it'll help open the floodgates for the rest of the doughboys. Of course, if Rob holds back, I've got an 8-0 in the vicinity to CX into the Japanese position over the backs of the guys that just came on, stripping Y2's concealment. HSs then move into the X0 and Z0 jungles and Search, flushing out and freezing fire from the last of the worrisome board-edge positions. With the entry area under control, and the Y2 enemy exposed, the M5A1 light tank will lead a concealed 6-6-6 into the open in Y1. This Armored Assault move is a bona fide Assault Move by the infantry, so concealment will be retained due to the tank's cover. The M5A1 then squeezes

off a 6(+1) MG shot and an MA To Hit into the Y2 position. Bounding First Fire (D3.3) is a great way to punch holes in a defense that later-moving units can exploit. Of course, it works best against units that break, but even so, about 40% of the time the tank will score a Pin or reduction against the Japanese squad. The doggies hugging the tank will follow up with some WP or smoke grenades, although this will cause loss of concealment. Most of the time, this combination of moves should suppress enemy fire from Y2, although not without risk. Busted GIs, however, will be back in no time due to their great backside morale.

With Y2 under attack and the P1 stone building challenged, the rest of the men, about four squads and a couple of HSs, should be able to weave their way onto the board. The T1, U2, V1, V2 palm grove will provide some cover to those maneuvering up to and across the road into the distant hemp. Of course, I expect that either U2 or V1 are Bore Sighted by the MG-toting occupants of a HIP Pillbox that I presume will be in 43K7, and after the initial moves I'll probably have to contend with a Fire Lane from this source. Nonetheless, my men have orders to risk the 2 or 4 FP Fire Lane via V1 since there's about a two-thirds chance that they'll dodge the bullets without breaking. Plus there's the bonus that Japanese MGs malfunction on an 11.

Around the stone building, the two bazooka teams will set up for a shot. Depending on the situation, however, these men may delay their entry into the open ground until the Advance Phase, in which case they might end up in Q1 and R0. At one- and two-hex range, respectively, they'll hit the building on a 7 (58%) or 6 (42%) during Japanese turn 1. The IJA might take out one position in Prep Fire, but probably not both. In a bolder move, one of the at-start HSs will sprint across the open one hex south of the building, making tracks for the Q3 Jungle. The success of this mission depends on Rob's response to the earlier HS's move adjacent to the building, but the plan will be executed regardless. I need to know if there are any HIP guns in that jungle. Plus, from the jungle it's safe and easy to Search the Q4 road for the A-T Set DC. A successful Search would destroy the weapon (G1.6121). Q4 is the obvious place for this bomb, since this would nail any tank that moves into six hex range of the soon-to-be revealed Pillbox in K7.

Next, the Sherman enters cautiously, parking in W1 with its turret facing the Japanese in Y2, but with its hull twisted to the northwest to ward off any anti-tank fire. While I imagine that most of Rob's guns are arrayed around the airfield, since this offers the best fields of fire and both VC ultimately force the Allies to converge here, I don't want to foolishly lose a tank early on. Moreover, because HIP guns (in concealment terrain) and Pillboxes (in jungle/kunai/bamboo) are revealed when a unit enters the Location that contains them (A12.15, A12.3, E1.16, and G.2), it seems wise to operate behind a screen of constantly probing infantry. It's also not a bad idea

to keep a squad or HS stationed with each tank as insurance against tank hunters. Even if the escort fails to gun the hero down, these men will lower the Japanese chances in CC (A11.51). Once the disposition of the enemy troops is better known, the tanks will get a little bolder.

Finally, to the far south, two 6-6-7s, a (hopefully) deployed 6-6-6, and the 7-0 double time onto the board via GG6. The two 6-6-7s leg it over to 43FF9, Advancing into EE10. These guys will be the point guard for the supply convoy that enters next turn. The 7-0 double times his team north into the 43DD7 hemp, Advancing into CC7. From here, with a slight risk of Straying (11%), this group plans to scout ahead of the convoy. Like the 9-2 leader, this platoon enters late to minimize Sniper damage. This force is too small for the task at hand to take unnecessary casualties.

Based on the visible defenses, I anticipate that the bulk of my men will make it on board with little trouble. Only the stone building and Y2 are in a position to contest these moves. Of course, this part of the entry area, with its proximity to the Victory buildings, is far too important to be left to such a small defensive force and, as hinted at above, I minimally expect a Pillbox, or at least an MG, in 43K7 to dominate the single road through the hemp. Enemy HIP units at the edge of the central hemp field could also help seal off the area, as would units in the P2/P3 jungle. On top of that, a Gun supported by neighboring infantry in any of these Locations could have a big initial impact, although I have tried to hide my tanks until the infantry can better develop the defenses. Needless to say, my attack will invariably have to adjust to new findings, but it is unlikely that the early thrust to consolidate the entry area will be significantly obstructed.

Turn 2 sees the entry of additional Allied forces. The supply convoy will be greeted by the two 6-6-7s that have been moving toward board 38, and those squads will continue their thrust forward, moving singly into the 38BB1 Huts to confront the Japs in 38Y3. The (hopefully) deployed 6-6-6 in the hemp will send one HS to challenge the IJA stack in 43Z8 while the 7-0 and the other HS move to 43AA7, preparing to cross the road into the central hemp field. The 6-6-6s (one deployed) and 7-0 that enter with the supply convoy will double time under the cover of their halftracks to 38EE1 and 38DD1, advancing to 43DD10 and 38CC1 where, in a fire group with the Motion halftracks, they'll draw a 16(+4) bead on the enemy in 43Z10. The trucks will hang back out of harm's way.

In the north, two 8 FP Filipino LMG teams are positioned to enter the 38A9 palms. The first group will Assault Move concealed into the hex and then Advance to 38B8, while the second group with the 9-1 waits until the Advance Phase to enter. Since the Partisans really need to stack to be effective (they can't form multi-location fire groups), early caution seems warranted. From these positions, the two Filipino fire

groups will begin to wear down the Japanese in the D7 building.

Next, two Filipino squads beat independent paths south along the board 38/43 junction, partially shielded by the palm grove. These are recon squads, and their goal is the jungle just east of the runway. It will take about three turns to reach their destination, and the trip itself might reveal a few things, like the mortar positions in the area.

Further east, two more squads and the 8-0 move into the 43D5 jungle, and the leader and one squad Advance into the open in E5 adjacent to the enemy stack in F5. The other squad advances to D4, backing up the vanguard. I imagine that the F5 enemy are Dummies, and the subsequent turns should see the leader-led squad moving rapidly through the hemp (SSR 2 grants the Partisans faster movement in this terrain) setting up for a backdoor attack on 43K7 or looking for Pillboxes near the 43I1 building. I won't put it past the IJA to hide a few men in a lonely Pillbox deep in the hemp or bamboo waiting for a last-turn opportunity to recapture a building via the inherent tunnel (G1.632). Consequently, the Allied player must take care to locate all of these hiding places. Fortunately, tunnels can't exceed 3 hexes in length (B8.6), so the whole board doesn't have to be searched. It also helps that Pillboxes in jungle/kunai/bamboo are revealed as soon as a unit enters their hex (E1.16 & G.2). This means multiple hexes can be scouted by a single unit.

Finally, the last Filipino squad moves and then advances to 43C3. From here, this group will keep an eye on the rear of the I1 building and can interdict any quick movement by the F3 Japanese in that direction. Once I have a better idea what Rob has stationed up north, this squad will begin moving toward the building, aiding American efforts from the south, and possibly bringing Encircling fire to bear.

For this playing the plan is to win by taking buildings. Still, if the convoy joins up with the main force in decent shape, an exit win might also be feasible. Such an attempt would certainly help draw fire during the end game, making it that much easier to drive on the buildings. Once the convoy has been sprung in the first few turns, the troops that helped will strike north along the junction of boards 38 and 43. The two 7-0 leaders will keep the pace brisk and, after clearing out the initial Japanese positions, additional defenses shouldn't be encountered until the GIs emerge from the jungle southeast of the airfield. To the north, the Filipinos will do what they can to take some of the more distant buildings, like 38D7, 38E6, and 38J8, although they will probably need some help with the last one. They'll also join the fighting for 43I1 and hopefully get some info on enemy dispositions east of the airfield.

JAPANESE RESPONSE

The Allied commander has correctly surmised that there is (literally) more than meets the eye to the Japanese defenses

covering the northernmost U.S. entry area on the east edge of board 43. But I have to confess to some surprise that, recognizing this, Rich would try to force an entrance in this area; perhaps he is truly intrigued by the challenge, or (more likely, I think) he nevertheless has underestimated the scope of the IJA dispositions in this area.

My HMG Pillbox at 43P0/2 should substantially retard enemy progress here. The Pillbox itself (but not its contents, B30.7) will be placed on board when Rich's HS enters T0, and just the threat of what might be contained therein could be sufficient to dissuade those GIs from entering in its LOS. Otherwise, it will lay a Fire Lane down the board edge into the T0 jungle when the next enemy HS stumbles into the Bore Sighted hex at Q1. I doubt whether any of Rich's troops have the requisite enthusiasm to risk this fire, and so I expect that many GIs will be spending most of their first MPh maneuvering offboard to the south so as to enter with the benefit of some cover, or out of the HMG's LOS altogether. The HMG should not be lacking for targets in my fire phases, either, and of course I expect a Fire Lane down the road to AA6 will impede Rich's efforts to drive into the central Hemp Plantation. The Open Ground immediately in front of the Pillbox, together with the supporting units nearby, will make it very difficult for the attackers to shut it down. In fact, I am more concerned about losing the HMG due to its B11 malfunction handicap than I am about the effect of enemy FP on this position, at least through the first few turns. In addition, the enemy will also have to fight through the FP generated by the 43K7 MMG, which Rich has foreseen, and the Q3 MMG, which he hasn't.

I had thought it probable that the American attack would originate from more southerly regions. Although this approach obviously requires that they cover more ground, there would be the advantages of better initial cover against less likely resistance, while flushing out IJA units as the American line moves forward. Instead, the few units which Rich has entered from the south might well be stymied by my troops in 43X5, X6, and Y6, with the result that GIs driving into mid-board 43 could be caught between those guys and the rest of my army. In ASL, the worst tactical situation you can encounter is to have the enemy pop up in your rear areas, cutting rout paths, jumping on broken units, generating Encircling fire (A7.7), etc. I don't actually expect to be able to wipe out the American force in this way; I don't have to. But I might be able to cause enough of a ruckus in the central hemp plantation to deny the VC to the enemy, which IS what I have to do.

Obviously Rich is not going to find my A-T Set DC right away, but he is clearly getting warm. Here I might move my village garrison out of O7 and O8 and into the hemp to discourage him from Searching along the road. With this disincentive and no certain knowledge of the whereabouts or even the existence of the A-T Set DC, Rich's troops might

soon give up the hunt as they find less burdensome and more concrete tasks to perform.

Rich has correctly pegged my MTR positions, but it appears that my northern defense against the expected Partisan banditry is also more formidable than the enemy expected. This is particularly helpful in the surprise department, as the most isolated VC buildings are geographically more accessible to the arriving Partisans than to the GIs. The forces I have arrayed against them should be able to stop the Partisan assault in its tracks, at least until the regulars close in from the south. But by then the last one or two buildings could well be out of reach, while casualties have probably rendered moot the Exit VC option.

But as is obvious from my evaluation of this scenario as being only 55% pro-IJA, I expect that the outcome could be a close-run thing; it is definitely not a sure thing for the Japanese, although I do give them the edge. Regardless, *AP5 Invisible Foes* is one of the most enjoyable scenarios in Action Pack #1 - especially if you play the Japanese!

ALLIED RESPONSE

Well, considering the invite, I certainly can't fault the enemy for their preparations. One threat - the stack in 43Y2 - turns out to be illusory, but the defenses around the P1 stone building are formidable. In addition to the expected Pillbox in 43K7, two more, containing the rest of the big MGs, will also be blanketing the area in fire. Still, I have no doubt that entering this far north is always the right thing to do if the Allies plan to win by taking buildings (I mean what's the point of stumbling haphazardly into a defense as strong as this on turn 3 when you could have carefully choreographed a turn 1 attack with your full force?). Nevertheless, Rob's setup is close to the perfect antidote for my current attack. Note how ALL of his HIP infantry are arrayed on board 43. While I hate to admit it, in this playing the IJA has evened the odds, and the distant 38J8 building is going to be a stretch to reach. It will probably be up to the Filipinos (perhaps with some armored support) to take this objective, and that's why their infiltration is so important to the Allied chances.

Had I chosen the board 38 exit offensive, however, Rob's defense looks a little thin. Initially, only two 3-4-7s, a lonely tank hunter, and the 70mm Gun pose any real threat to early American progress. Reconnaissance HSs would quickly reveal the Dummies in the area for what they are, meaning that the Americans could move forward quickly. To deal with this, the bulk of the Japanese force would have to abandon their fortifications and stream to the west, giving up several of their greatest advantages - surprise, the +3 TEM of the Pillboxes, and possibly concealment. Without these, I don't see any way that the Imperial troops are going to stand up to American firepower. After a couple of one-sided firefights, I think most of the Americans would be waltzing off the board.

While Rob's gamble may work well here, placing the Pillboxes and their contents further back around the airfield would have allowed their use against any Allied offensive. I especially like a Pillbox with an LMG team in 38H10/1 with a tunnel to the 38J8 building. This position covers one of the prime American exit locations (38I10) with point blank fire and, if necessary, offers the chance to sneak back into the building at game end. Remember, units exiting a tunnel do so concealed (B8.61), consequently Japanese re-entering a building this way stand an excellent chance of Ambushing the occupants. Rob's up-front placement of all his Pillboxes means my troops won't have to worry about this tactic, freeing my HSs to concentrate on finding the Guns and the A-T Set DC.

In spite of the heavy Japanese commitment to the entry area, American plans will pretty much go ahead as scheduled. The T0-V0 board-edge jungle will be Searched, which will lead to elimination of the HIP T-H Hero in U1 75% of the time, and a HS will still assault move into Q1, adjacent to the P1 building and the newly-discovered P0 Pillbox, minimizing Subsequent First Fire threats from these positions. Of course, this HS's life expectancy is pretty short with the HMG next door, but that's a small sacrifice to tie up one of the more powerful enemy positions. Moreover, in a small percentage of cases, these men may even survive long enough to advance into CC with the occupants of the Pillbox or the P1 building. The dummies in Y2 will be revealed by the squad and two leaders that were tasked with that position, allowing bolder moves in this vicinity.

At this point, the key is to get a substantial force into the central hemp plantation as fast as possible in order to assault the main complex of buildings and exploit toward the airfield, never mind that the HMG is perfectly sited to deny this. Yet, if Rob really plans to put down a board-edge HMG Fire Lane into T0, the task will be greatly simplified. Regardless of the Japanese response, perhaps the best approach is to bring the Sherman on as planned in W1, but unbuttoned in order to attempt sM placement into V3. There will be a +2 DRM for moving and a +1 DRM for fire through the palm hex, but the attempt will succeed about 30% of the time. On turn 2, without the +2 penalty for moving, this same attempt will succeed nearly 60% of the time and the Sherman will still be able to reposition itself afterwards. Freed of its task against the imaginary enemy in Y2, the M5A1 could also try to place Smoke in V3 using its crew's grenades (F.10). Consequently, there would be better than a 50% chance that V3 would be Smoked by one of the two tanks. This would obviously help cushion the first blast from the HMG, and it would also cancel the FFMO -1 DRM vs. any other units that then opt to challenge the Fire Lane, which the poor doughboys, unfortunately, will be ordered to do. (Against a Smoke-hindered 4(-1) Fire Lane, even a 6-morale unit will survive unbroken about 58% of the time.)

The HMG isn't the only threat, however. The HIP Nambu team in X5 will probably nail GIs legging it through W3, and the HIP MMGs in Q3 and K7 can pour fire into the palm grove, another vital route to the hemp. Of course, Rob will be faced with the defender's dilemma of who, when, and where to shoot, and I intend to maximize this dilemma by moving my units over as broad a front as the terrain allows, always leading with HSs. The Japanese B11 breakdown number will also come to the American's aid, since such weapons only average 8 shots before it's 50-50 that they've malfunctioned. Admittedly, eight shots from the HMG can do some damage, but the point is that the enemy defenses will begin wearing down even before the Americans begin to employ their superior firepower.

Not knowing the positions of the Japanese Guns (my pre-game fear being that the 47mm might be in 43Q3), one is initially inclined to be cautious with the armor. The strength of the defenses in this sector, however, necessitates a bolder approach, especially with the light tank. In addition to the smoke grenade attempt in V3, there are a couple of other missions well-suited to this vehicle. Although it entails considerable risk, probably the best use sees the M5A1 motoring to the bend in the road at T2. Placed here, the tank will hinder fire from all of the big Japanese MGs (indeed, as hard Hindrance, it will not only cancel the FFMO modifier to Fire Lane attacks, but will also contribute a +1 DRM). This is key, because if the tank should be destroyed by HIP Guns or T-H Heroes, it would still serve a valuable purpose. If it's not killed, however, as is likely here, it can dump fire into any of the Pillboxes, with the option to use its 12 FP canister rounds against the Pillbox in Q3. Once the canister runs out (but remember that the M5A1's canister Depletion Number is increased to 10 in the PTO), the 37L will switch to AP ammo, taking advantage of the fact that Pillbox Defense Modifiers don't apply to AP fire (B30.35). This tactic sacrifices only one IFT FP column for a much greater TH chance. Not that the light tank is not going to win the scenario, but from T2 it can begin to whittle down the defenses at the same time that it provides important cover to the GIs behind it. Another use sees the M5A1 challenging the Japanese to the south once they've made their presence known. The position in X5 would be the principal early concern, and the hemp doesn't provide much cover to the enemy, so the tank should do some damage. Later, the Pillbox in Y6 will need subduing, unless the situation dictates that the supply column be abandoned.

While some GIs will be making tracks for the hemp through a hail of Japanese MG fire, several fire groups will be tasked with taking out the principal enemy positions. With the knowledge of the Japanese dispositions that my turn 1 moves will reveal, it's clear that the main American priorities are to destroy the strong board 43 east flank preparations on the way to capturing buildings 43P1 and 43I1, while moving as many troops as possible through the central hemp field with

the final objective of crossing the airfield and taking building 38J8. The six buildings in hexrows M, N, and O will also have to be captured, but that shouldn't pose too much trouble since they are fairly weakly defended. To accomplish the first objective, the 20 FP, 9-2-directed MMG team will move into the U1 board-edge jungle and then Advance to T0. From here these men are perfectly sited to engage both the Japanese HMG and the P1 stone building, trading 20+1 shots (with 8+1 ROF) for 6+2 and 6+1 return fire. To make room for the MG section, the TI HS in T0 will have to Voluntarily Break and rout away (since stacking in dense jungle is limited to 2 squads). Adding to the machine gunners, the two bazooka teams will maneuver offboard for an Advance Phase entry of the R0 and S1 Open Ground hexes. Not an enviable mission, but part of the overall plan to saturate the entry area with dispersed units, these men will contribute to the suppression of the defenses. As a fire group, they will pour 12 FP into either the P1 building or the P0 Pillbox, and their BAZ have reasonable (26% and 42%) chances of scoring hits against these targets. More important, turn 2 could see both BAZs firing WP into P0 (but note, barring a Critical Hit, that the Pillbox occupants will be spared the NMC; B30.34) and/or T2, hindering fire from the east flank defenses.

Even with the strong American forces arrayed against them, it might take 2-3 turns to eliminate the IJA positions that dominate the board edge. That's why the rest of the GIs have to move forward in spite of enemy fire. Waiting for safe passage is a recipe for disaster, and the high backside morale of American units is a good reason to adopt a 'can do' mentality.

To the south, the face-off should be interesting. With four Japanese squads, their assorted equipment, and a Pillbox, my five-squad force with its two halftracks and the supply convoy have their work cut out for them. To spring most of the supply convoy, the Pillbox would have to be subdued, although about half the trucks might survive if they decided to run the gauntlet. I'll probably discover the Pillbox with a HS casualty and realize that a flank attack on the Pillbox is the only reasonable option. Setting this up will take some time, but that's no problem since the supply convoy has MPs to burn. The halftracks have the option of staying back in support, or racing forward where they can aid the breakout to the north, either bringing the eastern flank of the hemp field under attack or launching a recce mission down the road. Their crews also have those nice smoke grenades.

Last, but by no means least, the turn 2 Partisans enter as planned. Meager firepower aside, without these soldiers the Allies have little chance of success (which is one of the neater features of this scenario). I don't know how Rob will respond to the Filipino threat to the D7 building. The two Filipino LMG teams have avoided the jungle to minimize the impact of Japanese mortar attacks, and I have little doubt that D7 will fall by turn 6 at the latest (but most likely a turn or

two earlier). This will free the Filipinos to concentrate on E6 and J8. J8 is a tough assignment, though, and some support, diversionary or otherwise, from the Americans will probably be required. Fortunately, like all Partisans, the Filipinos are Stealthy, and against the 2nd-line defenders in the area they'll enjoy an advantage in CC... if they can just get that far.

In the northeast, the Japanese deployments nearly match the Filipino's. Consequently, these Allied troops can only hope to keep the enemy tied down while the Americans work their way up from the south. Attempts to penetrate into the hemp will be made, but may be contained by the Japanese screen.

Overall, it should be a close contest with the final turns seeing a mad rush of the remaining Allied men and machines trying to clear the last few buildings. Rob's strongly biased board 43 defense probably ends much hope of an exit victory here, but I'm not so sure he has adequately defended against the board 38 attack that could have been launched. With seventeen well-led, well-armed squads, all more or less decently placed to begin dishing out fire by turn 2, IJA board 38 positions, real or imagined, would have crumbled quickly. By turn 4 or 5, eager Americans would probably begin firing on the airfield, and a number of turns would remain to tame the patchwork defense that the enemy would be desperately throwing together. Of course, if the Japanese commander had committed more forces to the west, then he might be sorely tried to blunt the offensive detailed here. That's the Japanese dilemma in this scenario, and the reason for my slightly pro-Allied rating.

JAPANESE CONCLUSION

It's true that the Japanese have many defensive options in this scenario; what I have described here is not by any means to be understood as the only viable possibility. The defense that I have chosen is weighted toward board 43 - you want to put your troops where you think the enemy is going to attack, and in this case Rich has obliged. But this hardly suggests that the GIs would slice right through board 38 if I had been surprised. Board 38 offers the best gunnery range for my Air Burst-capable ordnance, as well as less favorable cover for the attacker. The narrowness of the front in this scenario allows my units in their board 43 fortifications to quickly interpose themselves in the path of an American drive on board 38. Since such an attack would necessarily write off the building Control VC option, the IJA could concentrate early, negating one of its chief disadvantages.

I don't doubt that if the enemy had complete foreknowledge of my dispositions, he could easily sweep the length of the board. But what has to be kept in mind here is that in an actual match this would not be the case; the fog-of-war potential inherent in the Japanese nationality characteristics is one of their most potent weapons, and is well illustrated by *Invisible Foes*. Even if some of my units should be forced to sacrifice HIP in order to move to the action, the jumble of

Dummies and concealed (and possibly Deployed) units is likely to keep the enemy a bit befuddled well into the mid-game. This will naturally enforce a measure of caution upon his advance; and if it doesn't, his incautious play may well achieve the same result!

ALLIED CONCLUSION

Japanese air bursts notwithstanding, I still think board 38 is ripe for the picking. The 70mm Gun/Mortar only has 1 ROF, meaning it will threaten just a single position at a time; and the knee mortars have a number of Hindrances to fire through if they want to enjoy any air bursts. The lack of defensive terrain is no big worry either, since the sheer number of GIs mandates a dispersed assault that would only be marginally impacted by the characteristically small Japanese fire attacks.

'Fog of war' capability is certainly an enemy asset, but this is best countered by a bold advance that seeks to trigger Japanese surprises as soon as possible. The Allies have the firepower to suppress any IJA position provided they're aware of it soon enough. A timid Allied player, however, will lose this scenario.

Of course, based on Rob's set-up, I didn't choose the board 38 exit offensive, although I must admit, only by a narrow margin. While every scenario has some turn 0 strategic guesswork, the setup options in this one certainly favors the Japanese. As the Allies, accept the fact that you're going to get mugged, but remember that you have considerable maneuver and firepower elements with the standard GI allotment of Smoke and WP. Plus, you've got armored support. MacArthur promised to return; now somebody's got to do the dirty work.

Below is a listing of the situation at the end of Turn 2A based on actual play. By this point, three T-H Heroes have been eliminated. Allied losses have totaled 2 x 346, a 667, and 2 x BAZ45. Units in 43U4 are Overstacked.

Board 43, non-HIP:

A7	3-3-7 (DM)
B2	3-3-7 (Concealed & CX)
D4	3-3-7
E5	8-0, 3-3-7
E10	3-3-7 (CX)
F3	3-4-7
F5	3-4-7 (Concealed)
I1	4-4-7 (Concealed)
K7/2	9-0 & 2-2-8+MMG IN 1+3+5
O7	4-4-7 (Concealed)
O8	4-4-7 (Concealed)
P0/2	9-1 & 2-2-8+MalF. HMG IN 1+3+5
P1	4-4-7+LMG
Q3/2	2-2-8+MMG IN 1+3+5
R1	3-4-6 (DM)

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R4	3-4-6
S2	6-6-6
S4	6-6-7+DC
T0	9-2, 6-6-6+MMG, 5-4-6+MMG
T1	3-4-6
T3	8-1, 2 x 6-6-7 (both CX)
T5	U.S. Sniper
U4	6-6-6, 2 x 6-6-7+DC, 3-4-6 (all CX & Concealed)
V0	3-4-6 (DM), 3-4-6 (Broken), Japanese Sniper
V1/H3/T5	M4 105
X5	Reduced 4-4-7+LMG
X8	4-4-7 (Concealed)
Z3	U.S. 8-0 (Concealed)
Z6	7-0, 3-4-6 (both Concealed)
Z6/H3/T5	M5A1
Z8	3-4-6 (Concealed)
Z10	2 x ?
BB10	2 x 6-6-7 (Concealed)
DD10	6-6-6 (CX & Concealed)

EE10/5	3/4 Ton Truck
FF9/5	3/4 Ton Truck
FF10/5	3/4 Ton Truck
GG10/5	3/4 Ton Truck
GG9/5	3/4 Ton Truck

Board 38, non-HIP:

A9	9-1, 3-3-7+LMG, 3-3-7 (all Concealed)
B8	3-3-7+LMG, 3-3-7 (both Concealed)
D7	3-4-7 (Concealed)
E6	3-4-7 (Concealed)
H3	3-4-7+MTR IN 1S foxhole
I3/5	2-2-8+20L AA
J7	3-4-7+MTR IN 1S foxhole
R5	3-4-7 (Concealed)
T7	3-4-7 (Concealed)
Z6	2 x ? IN 1S foxhole
CC1	7-0, 2 x 3-4-6 (all CX & Concealed)
DD1/5	M3 (Motion)

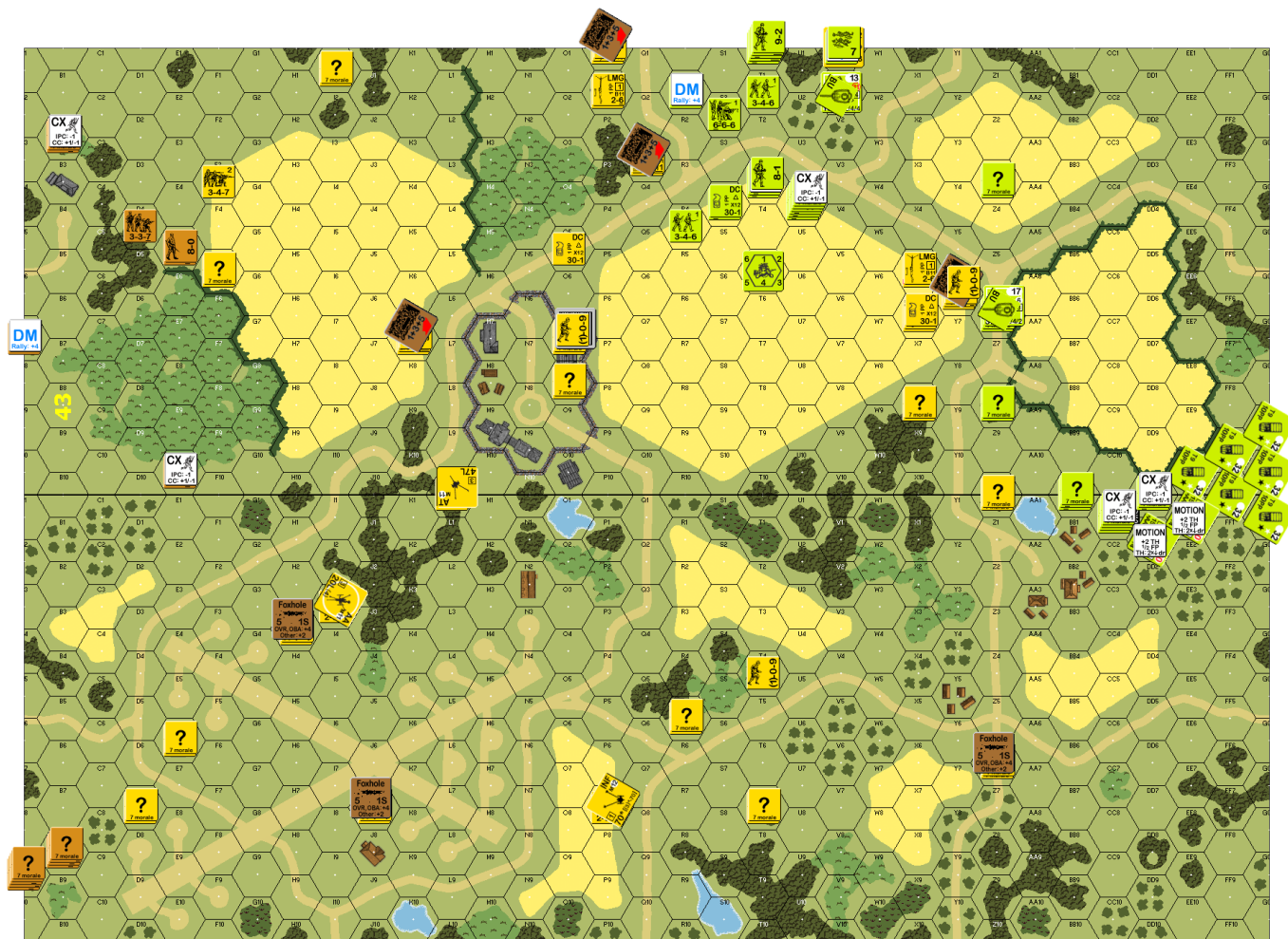


Figure. Situation at the end of Turn 2A as generated by actual play. HIP units are shown unconcealed for clarity. Three T-H Heroes have been eliminated. Allied losses total 2 x 346, a 667, and 2 x BAZ45. The units in 43U4 are Overstacked.

EE1/5 M3 (Motion)
GG1/5 3/4 Ton Truck

Board 43, HIP:

Y6/2 8+1 & 4-4-7+LMG IN 1+3+5; T-H Hero
OUTSIDE
X6 8+1+DC, 4-4-7
O5 A-T Set DC
O7/1 T-H Hero
L10/6 2-2-8+47L AT

Board 38 HIP:

T4 T-H Hero
P7/2 2-2-8+70* INF

THIS HAPPENED TO MATT

Sam Tyson



Shout out to Matt Schwoebel, who had an Improbable Critical Hit-Dud the other night from a MkIV against a Valentine II. The TH was 1, having moved in the rain firing at a small target in an FFE. Matt rolled 1,1 to possibly hit (2.7%), then rolled a dr of 1 (16.66%) to achieve a CH, then followed that with a 6,6 (2.7%) to have the 75mm clang off the hull. Odds of those 3 rolls combined? 0.01215%. My tank crew salutes you, Matt!

29TH ANNUAL TEXAS TEAM TOURNAMENT RESULTS

Rick Reinesch



Here are the results and rankings from the 29th Annual Texas Team Tournament. Where players had the same score, ranking was based on the opponents' W/L percentage first, and then the players own W/L percentage second. So, players with the same score who competed against stronger opponents would be ranked higher.

Here's where folks ended in the individual standings. Congratulations to Sam Tyson for winning the individual champion bracket this year and John Garlic for taking the runner-up prize.

Player	Score	Wins	Losses
Sam Tyson	5	5	0
John Garlic	4	5	1
Chris Nielsen	3	4	1

Player	Score	Wins	Losses
Mark Carter	3	3	0
Paul Works	2	3	1
Rich Domovic	2	3	1
Jim Ferrell	2	3	1
Jeff Darakhshan	2	3	1
Randy Strader	1	2	1
Mike Seningen	1	1	0
Dave Reinking	1	3	2
Eric Gerstenberg	1	3	2
Chris Kubick	1	2	1
Tom Meier	1	3	2
Dave Mareske	1	3	2
Matt Schwoebel	1	3	2
Dan Best	1	2	1
John Paul	1	1	0
Don Fenton	0	2	2
David Goldman	0	2	2
Greg Dawson	0	1	1
James Treu	0	3	3
Dan Preston	0	1	1
Jeff Toreki	0	1	1
George Hughes	0	1	1
Joe Concepcion	-1	1	2
Tracey Love	-1	3	4
Brian Roundhill	-1	1	2
Mark DeVries	-1	3	4
Arlen Vanek	-1	1	2
Bryan Register	-1	1	2
Jason Cameron	-1	2	3
Mike Sengottaiyan	-2	1	3
Scott Bell	-2	0	2
Doyle Motes	-2	0	2
Bryan Lee	-2	1	3
David Finan	-2	1	3
Shane Brannan	-2	1	3
Bill Thomson	-3	1	4
Ed Beekman	-3	0	3
Matt Evans	-4	1	5
Woody Lee	-4	0	4

BANZAI!!!

Here's how the Major Johnson standings finished. John Garlic took home the MJ award this year. Great job, John!

Player	MJ Total
John Garlic	24273
Dan Best	17070
Dave Mareske	16392
Mark DeVries	16099
Matt Evans	11024
Jim Ferrell	10506
Tracey Love	10296
Dave Reinking	9792
David Finan	9114
Sam Tyson	8946
James Treu	7380
Rich Domovic	6899
Paul Works	6830
Jason Cameron	6720
Eric Gerstenberg	6635
David Goldman	6210
Tom Meier	6192
Brian Roundhill	5610
Chris Nielsen	5400
Ed Beekman	4896
Don Fenton	4490
Chris Kubick	4091
Woody Lee	3805
Joe Concepcion	3796
Matt Schwoebel	3160
Bryan Register	2892
Arlen Vanek	2812
Bill Thomson	2760
Scott Bell	2412
Randy Strader	2-2-83
Mike Sengottaiyan	2264
Doyle Motes	2064
Mark Carter	1755
Shane Brannan	1526
Dan Preston	1191
Jeff Darakhshan	1116
Greg Dawson	1112
George Hughes	1059
Bryan Lee	1012

Player	MJ Total
Jeff Toreki	914
John Paul	456
Mike Seningen	168

Here are how the teams fared. If teams wound up with the same score, the team with the higher strength of schedule was ranked higher. Congratulations to Jim Ferrell, Randy Strader and Chris Nielsen for a hard-fought team win.

Team	Score	Wins	Losses
Jim Ferrell, Randy Strader, Chris Nielsen	6	9	3
John Garlic, Jeff Taylor, John Paul	5	6	1
Dave Reinking, Joe Concepcion, Jeff Darakhshan	2	7	5
Sam Tyson, Matt Evans, Brian Ward	1	6	5
Eric Gerstenberg, David Goldman, James Treu	1	8	7
Matt Schwoebel, Dan Best, Tracey Love	1	8	7
Dave Mareske, Chris Kubick, Scott Bell	0	5	5
Tom Meier, Joe Steadman, Arlen Vanek	0	4	4
Rich Domovic, Robert Hammond, Shane Brannan,	0	4	4
Paul Works, Jason Cameron, Bryan Lee	-1	6	7
Matt Zajac, James Martin, Mike Sengottaiyan,	-2	1	3
Brian Roundhill, Don Fenton, David Finan	-3	4	7
Bill Thomson, Dan Preston, George Hughes	-3	3	6
Ed Beekman, Bryan Register, Greg Dawson	-4	2	6
Mark DeVries, Doyle Motes, Woody Lee	-7	3	10

29TH ANNUAL TEXAS TEAM TOURNAMENT WRAP-UP

Rick Reinesch



This year we celebrated the 29th anniversary of the Texas Team Tournament. The tournament has come a long way from its humble beginnings back in 1993 to welcoming 54 pre-registrants and walk-ons from all over the US to Austin, Texas. We had several faces this year new to the game, along with ASL grognards joining us for the first time, and several returning locals, which is always fantastic to see. The tournament is a great way to get up to speed if you're learning ASL as the immersion of play over the weekend helps to reinforce rules learned and remembered.

This year's event, as was also the case in recent years, was held in the Tech Room of the Wingate Conference Center located in far north Austin (specifically Round Rock, TX). Like last year as we've grown, we spilled over into the adjoining room to give folks a little more space to spread out. This room has become the favorite of folks that prefer a quieter gaming environment. So, in all, the setup is working out well for everyone. This is our tenth year at this hotel which works out especially well for us as they cater to conferences all the time, so coordination goes very smoothly from my standpoint. The venue provides us with plenty of elbow room to play and the connectivity in the room allows us to show an endless loop of WWII-related DVDs, which makes for a great ambiance while playing. I've already signed the contracts for us to be back there again next year. Details are up on the Texas-ASL website.

In the title match for the individual crown of the Texas Team Tournament, Sam Tyson was finally able to grab that golden ring after several times coming in second by defeating John Garlic in *11th Company Counterattack [170]* to take home the 10-3 Award as overall individual tournament winner in our championship bracket, along with the engraved dice cup and very cool BattleSchool dice that went along with the cup. In the loss, John took the 9-2 Runner Up dice cup and a set of BattleSchool dice, as well. The championship round is set up as a single-elimination bracket, seeding it with the top 8 scorers after Friday's play who wish to challenge for it. This helps me to narrow the winner down and gives the folks who are really interested in vying for the overall individual championship prize the chance to do so.

The Team Tourney continued the use of a three-man team format. This makes the possible absence of one person on a team less of an issue and allows for all teams to stay in the hunt throughout the weekend. This format has made for some very tight races for the team crown heading into Sunday play. This year, as has been the case in many of the past years, the

final games on Sunday determined the team winners and this year the team of Jim Ferrell, Randy Strader and Chris Nielson finished with an overall record of 9-3 or a score of 6, just one point in front of their nearest team competitors.

Our Thursday mini featured the time-honored Houston-originating institution, **Ferocity Fest**. This is always a fun and brutal mini which has a decidedly mean streak to it as suggested by its name. This year the scenario being highlighted took players to China and a city slugfest with a classic scenario out of Bounding Fire's *Blood and Jungle, Hueishan Docks [BFP29]*, but with a few twists to amp up the ferocity a little. When all the points were counted, the Axis winner was David Goldman and the Allied winner was Dave Finann. The winning commanders each took home a very cool dice glass with a bullet embedded in it. Second place finishers were awarded with **The Gamer's Armory** gift certificates.

On Saturday we featured a Starter Kit mini-tournament for those folks new to the game or getting back into it and offered them a chance to take home a great prize to boot. This year we had 8 participants in a single elimination bracket that saw Tom Meier taking home the first-place plaque and BattleSchool dice, besting Tracey Love in *Legio Patria Nostra [S16]*. It was very encouraging to see the number of folks getting involved with SK over the weekend playing SK either full time or at least for some of their games. We certainly welcome and encourage their participation over the course of the weekend.

We presented several dice awards for play over the weekend. The winner of the Audie Murphy award for the most snakes over the course of the tourney went to Dan Best. The winner (if he wants to be called that) of the most boxcars over the course of the weekend and taking the Col. Klink award was Paul Works. We presented a nice plaque to the winner of the most Close Combat points collected over the weekend, and that honor went to Dave Mareske.

The Major Johnson award was hard-fought again this year; with John Garlic playing the most ASL over the course of the weekend taking home the engraved dice glass that recognizes this significant accomplishment. So, the next time you see Matt, ask him to show off his Maj. Johnson. The Major Johnson can be won in many ways but win or lose you are always in the hunt for MJ just by playing (a lot).

For swag this year I did something that I've wanted to do for years, that was provide everyone with their own personalized leader counters. If you attended this year, you got a German, American and Russian 8-1 leader with your name on it. I saw a few in play over the weekend, so hopefully folks will enjoy seeing themselves in their matches.

We had a great list of sponsors for this year, without whose assistance we could not offer such a fantastic drawing of prizes. And here they are:

BattleSchool
Bounding Fire Productions
Dispatches from the Bunker
GMT Games
Kansas City ASL
Ken Smith Art
Le Franc Tireur
Lone Canuck Publishing
March Madness Tournament
MultiMan Publishing
SoCal ASL
St. Louis ASL
The Gamers Armory

Please make sure to frequent these folks with your product orders and let them know that you appreciate their support of the Texas Team Tournament.

I would also like to recognize a number of people that always stepped up to the plate to help out and make the tournament an enjoyable experience for all. They all did a fantastic job and I can't thank them enough:

- Ed Beekman for the use of his vast military video library during the course of the tourney
- Dan Best for entering all of the results into ROAR
- And especially my terrific wife Rhonda who ran a number of errands for me during the tourney. To say she is supportive of me doing this would be an understatement!

The website (<http://www.texas-asl.com>) has already been updated with all of the information for 2023 and we've even gotten our first pre-registrants already, so it is never too early to throw your hat into the ring. Don't be left out of the fun! I hope to see everyone next year from June 15-18, 2020 here in Austin, Texas.

RULES TIP

Banzai!! Staff

I see this question pop up every once in a while during game play, and it is one where the rules define important distinctions on available options.

For a DM unit in a woods or building Location that is routing, the available options on routing direction are very different

between the former (woods) and latter (building). Near the end of the Routing Direction rule (A10.51) there is an important exception noted:

"...[EXC: A broken unit in a building need not consider a hex of the same building in which it begins the RtPh as its closest building hex if it prefers to rout out of that building altogether and toward another building/woods hex—even if it must cross Open Ground or another building hex of the same building to do so. A routing unit may also ignore a building/woods hex if that hex is no farther from a Known enemy unit than its starting hex, even if it must rout through that now-ignored hex to reach its destination.]"

The implication here is that a unit that is placed under DM while in a building may choose to leave that building at the beginning of its RtPh, including crossing Open Ground to do so, to rout to the next closest woods/building hex. It is not forced to consider another Location in its starting building as the closest woods/building Location for routing direction purposes. Such is not the case for a unit that becomes DM and starts its RtPh in a woods Location. If a DM unit in a woods Location can legally rout deeper into the same woods mass to satisfy the conditions of A10.5, then that woods hex is considered its "nearest woods/building" - it does not have the option of leaving the woods it's currently in to rout to another "nearest" woods/building.

Similarly, the case where a DM unit begins its rout phase in a building and begins its rout by legally moving into an adjacent, but unconnected, building. By leaving the building it began its RtPh in and routing to that adjacent building, it has fulfilled the conditions for routing direction and cannot then attempt to leave that building it just routed to and attempt to cross a non-woods/building Location in an attempt to reach the next nearest woods/building.

PRISONERS: TAKE 'EM OR LEAVE 'EM?

Jim Bishop



[Jim has graciously given Banzai!! permission to reprint his excellent article on Prisoners from his blog – *The Bishop Says*. Please check out Jim’s blog for other fine ASL-related articles and content at <http://jekl.com>. -- Ed.]

Oh boy. If you have visited any on-line ASL community, there is little doubt you have seen question after question regarding prisoners. It is possibly the single-most confusing section of the rules. Questions such as:

- How do you capture prisoners?
- How do they surrender?
- When may I transfer them?
- How do I deal with them?
- Can they escape?
- Are Unarmed Units and prisoners different?

The list goes on for quite some length. To cover these topics, and more, I am going to use a lot more space than I normally do. I hope to make this article exhaustive. If there is a missing topic in this article, please contact me (<http://jekl.com>) so I may add it. I am hopeful by the end of this article you won’t reflexively choose to invoke No Quarter rather than deal with prisoners. Let’s get started.

Prisoners and Unarmed Units: What’s the Difference?

Per the Index, an Unarmed Unit is any unit without Fire Power (FP) usable on the IFT. Non-heroic leaders are armed but have no normal range on the IFT. A white (1)-0-6 counter represents an Unarmed MMC. Prisoners are an Unarmed Unit. Not all Unarmed Units are prisoners.

Captured Unarmed Units currently possessed by an enemy unit are prisoners. Any unit possessing prisoners is a Guard. Any armed Personnel unit may act as a Guard, even a broken one (A20.5). Unarmed Units in CC/Melee with their Guard are still prisoners.

Characteristics of Unarmed Units and Prisoners

Unarmed Units	Prisoners
Don’t break, CR instead (A20.54)	Don’t break, CR instead (A20.54); leaders wound on a failed MC!

May pin	Don’t pin, share the pin status of their Guard (A20.54)
Eligible Sniper Targets	Not eligible Sniper Targets (A14.22)
DRs can activate a Sniper (SAN)	DRs cannot activate a Sniper (A14.1)
Controlled by their original side (A20.5)	Controlled by the capturing side (A20.53)
Eligible for K/# and KIA Random Selection (A7.3)	Eligible for K/# and KIA Random Selection (A20.54)
Have no CCV, may not attack an AFV in CC1 ¹	Have no CCV, may not attack and AFV in CC2 ²
Can be charged by berserkers (A15.43)	Can’t be charged by berserkers (A20.4)
Are worth no CVP at game end (normal CVP if eliminated) (A20.55)	Are worth double CVP at game end (A20.1), double CVP immediately if eliminated by friendlies (A26.222)
Are Good Order (A.7)	Share the status of their Guard (CX, TI, etc.) (A20.5, A20.51)
Are Inexperienced (A20.53) even if stacked with a leader (A19.3)	CC attacks against their Guard do not affect them (A20.54)
May possess and fire SWs (don’t forget A19.3)	Are unaffected by LLTC/LLMC (A20.54)
Do not affect enemy routs unless possessing a SW (A10.51, A20.5)	Captured SMC retain their normal morale; can apply leadership benefits to friendly units (i.e. other prisoners)
May not enter Location with a Known Enemy Unit (KEU) [EXC: <i>Unarmed Japanese units</i> ; G1.15] (A20.5)	
Are not an obstacle to movement [EXC: <i>Unarmed Japanese units</i> ; G1.15] (A20.54)	

Prisoners that escape without rearming, or which are Abandoned, are Unarmed Units. Control over these units reverts to their original side. Any Infantry/Cavalry can

recapture Unarmed Units by entering an Unarmed Unit's Location in the MPH and conducting an *immediate* CC attack (A20.54). Both sides are in Melee if the capture fails. Note the Unarmed Unit cannot attack back during this capture attempt. The attacker is eligible for leader creation but neither side can Infiltrate on a 2 or 12-2-8. Also note, elimination of Abandoned units in any subsequent Melee would invoke No Quarter (NQ) and Massacre penalties (A20.3, A20.4). You need to keep a careful record of Abandoned units since Escaped units will **not** invoke NQ/Massacre penalties³.

Example 1

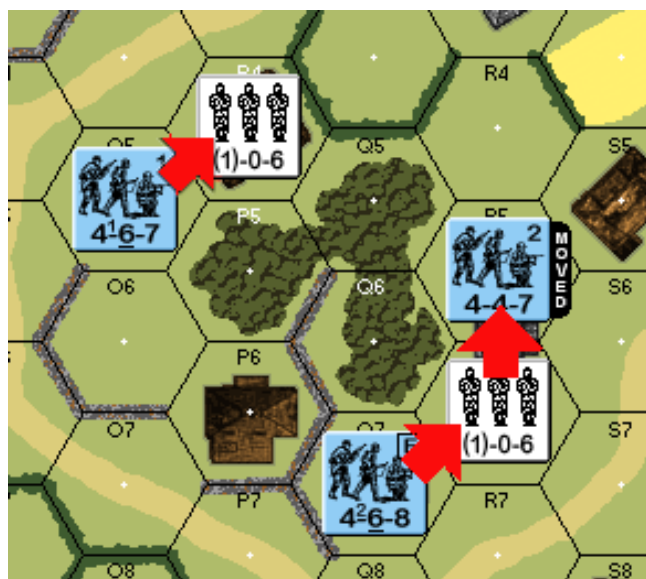


Figure 1

The 4-6-7 is executing its MPH. It elects to enter the Unarmed Unit's Location and attempt to recapture. To do so, it enters for 2 MF and conducts an immediate CC attack against the Unarmed Unit. The attack would be 4:1. As this is a capture attempt and the Unarmed Unit suffers Inexperienced penalties, there is a -1 DRM to the attempt. Both units are in Melee if the capture fails. The Unarmed Unit cannot attack back and neither side is eligible for Infiltration. The 4-6-7 is eligible for Leader Creation.

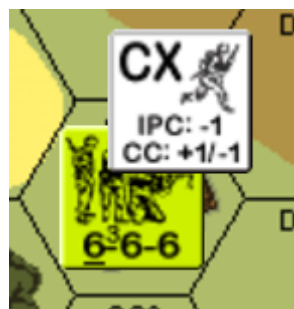
The 4-4-7 Abandons its prisoner in the RPh intending for the 4-6-8 to recapture them in the MPH. After the 4-4-7 moves out, the 4-6-8 subsequently enters the Location and makes an immediate CC attack. Once again, the Unarmed Unit cannot attack back and neither side is eligible for Infiltration. The 4-6-8 is eligible for Leader Creation. If the 4-6-8 fails to capture both units are immediately locked in Melee. No Quarter and Massacre penalties apply if the 4-6-8 subsequently eliminates/Casualty Reduces (CR) the Abandoned prisoner. The 4-6-8 can try capturing again in the

CCPh to avoid these penalties. Jumping ahead a bit, it is important to note these are Abandoned units and the 4-6-8 is NOT a Guard in this case. As such, attacks during the CCPh are **not** sequential. We will talk about this more but for now, just keep it in mind.

Interdiction

Interdiction (A10.53) plays a big role in surrender. Before we go any further we must first understand Interdiction. A unit which routs through an Open Ground hex (A10.531) without Low Crawl faces possible Interdiction. An Open Ground hex is any hex in which an enemy unit could hypothetically apply a -1 FFMO DRM. A unit routing through such a Location is at risk of surrender.

Routing through Open Ground on its own is not enough to cause Interdiction. One or more enemy units must also be capable of firing on that Location. The enemy unit must have LOS, be *unbroken*, within normal range, and able to apply at least one firepower on the Open Ground Location. Things without a printed range can be no more than 16 hexes away.

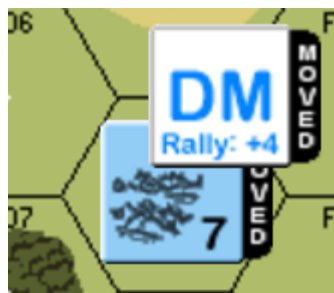


The Interdicator (A10.53) must also be free of positive DRMs. A BU AFV could not use any armament affected by a +1 BU DRM. Likewise, it could not Interdict if it must change TCA/VCA to do so. A Gun which needs to change CA cannot Interdict. Neither can a CX or Encircled unit. A unit in

Melee cannot Interdict. A unit cannot Interdict if its firepower is halved for any reason (Pinned, Motion, long range, etc). While not specifically mentioned in A10.53, any unit affected by Target Selection Limits may not Interdict⁴.

Many enemy units may be capable of Interdicting an Open Ground hex, even one which has otherwise exhausted its fire options. A single unit may also Interdict many Locations if otherwise eligible. Interdiction is not an option. The opponent **MUST** Interdict if possible unless Concealed/HIP⁵. The opponent has the option to decide which unit will Interdict⁶. This rarely matters, but may in some specific cases. For instance, if the only possible Interdicator is a Gun having Acquisition on a different target, the Gun would lose Acquisition when forced to Interdict (C6.5). Being able to select some other unit to Interdict would allow the Gun to maintain its Acquisition. This can be used to your advantage. An AFV has your kill stack doubly acquired? Have a look around and see if you can voluntary break something and force him to Interdict the rout, removing the acquisition.

Effects of Interdiction



An Interdicted unit must immediately take a Normal Morale Check (NMC) and everything that normally entails, including Heat of Battle (HOB). A unit is Interdicted only once per hex. If it fails its NMC, the unit is CR. A leader voluntarily routing is

immediately eliminated if the MMC it is routing with fails its NMC. This loss can cause a LLMC to the routing units. Note, the leader is only eliminated if the unit stacked immediately under it fails its NMC when routing as a stack (A10.711).

Any remaining units continue to rout, if able, after failing its NMC. A routing unit remains broken in its current Location if it pins. A broken unit is eliminated for failure to rout if pinned ADJACENT to an *unbroken*, armed, Known Enemy Unit (KEU). Note, a broken leader pins if it survives a Wound Check die roll (dr) and has spent over 3 MFs routing.

All of the following examples I do not show some counters for sake of clarity, especially DM counters.

Example 2

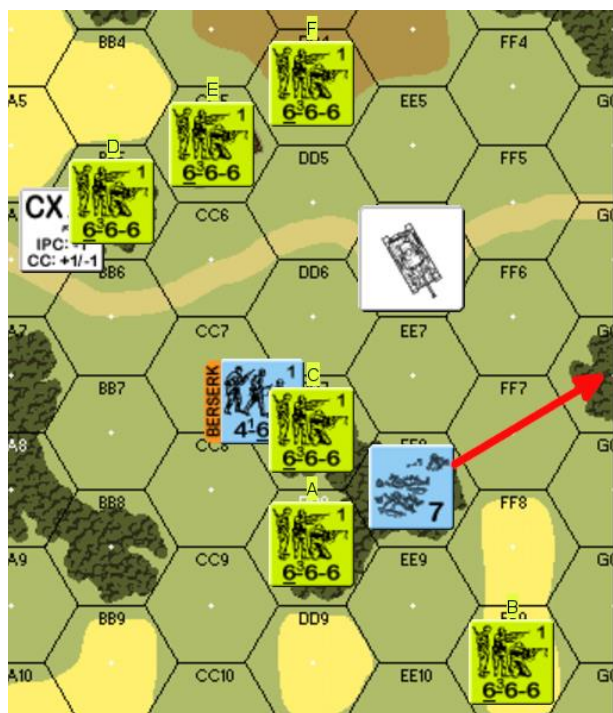


Figure 2

Assume NQ is in effect. The unit in EE8 must rout. Its legal rout destination is the woods hex in GG7 and it must rout through the Open Ground Location in FF7. So which units may Interdict it? The woods in EE8 block squad A's LOS to FF7. Squad B has a +1 grain hindrance in FF8 negating FFMO. Squad C has target selection limits. Squad D is CX and has a positive +1 DRM making it ineligible for Interdiction. Squad E's LOS passes through the wreck in EE6 adding a +1 hindrance DRM negating FFMO. However, squad F has a clear, unobstructed LOS into FF7 and Interdicts the routing unit.

The routing unit must take an NMC in that Location. If it fails the NMC it is CR to a HS and continues its rout to GG7. A Final DR 7 on the NMC pins the MMC in FF7. On a (1,1), make a subsequent HOB DR. The HOB DR could battle harden (and rally) the unit. It may also generate a hero, disrupt the unit, or some other result. Sometimes, more than one of these results might apply.

Assume the wreck is not there. In that case, squad E could also Interdict. Here, even though more than one unit can Interdict, the broken unit would only make one NMC in FF7.

Example 3



Figure 3

Again, NQ is in effect. The broken German unit must rout and its legal destination is CC5. It must go through DD5. Note the Sherman is CE allowing its MA to Interdict. Even if the Sherman was BU, its CMG could Interdict as its TCA covers DD5 and a BU DRM does not apply to the CMG. Squad B can also Interdict. The German unit must take a NMC in DD5. A Final 7 on the NMC pins the unit in DD5. This eliminates the unit for ending its rout ADJACENT to an unbroken, known, armed enemy unit. The remaining unit

would continue its rout to CC5 on any other non-HOB result, even CR unless, it rolled a 12, which would eliminate the squad.

Example 4

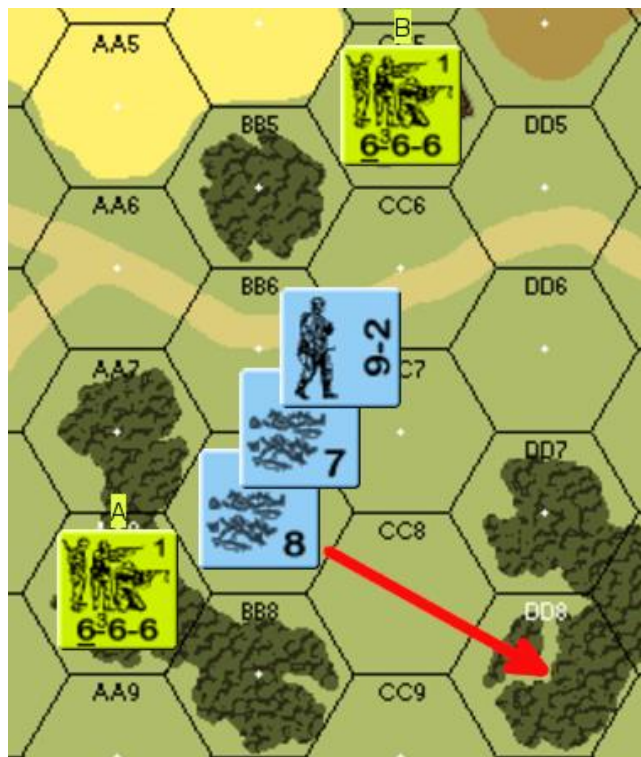


Figure 4

Again, NQ is in effect. The broken units must rout to DD7/DD8 via CC8. The German player voluntarily routs the 9-2. Per A10.5, units rout one at a time. A10.711 allows a leader to voluntarily rout along with a *single* broken unit. The leader does not take a NMC himself and can use his leadership to affect the DR. However, the leader must be careful which unit he attempts to rout with.

Imagine the German player rolls a 10 on the Interdiction NMC. If the leader routs with the broken 4-6-7 it is immediately eliminated for being stacked directly over a unit failing its NMC. The remaining HS also takes a LLMC with a +2 DRM (2MC). Had the leader instead routed with the 8 morale unit, the unit would have pinned and the leader would survive, remaining in CC7 with the broken 4-6-8. Even when routing, it is important to pay attention to the composition of your stacks.

Also note, A10.711 says “he is eliminated if the broken unit he is stacked on top of fails an Interdiction MC”. I believe it is the intent of this rule that the leader **MUST** stack on top of the broken unit. I don’t believe any rule compels this stacking

though. It would take a ruling from Perry (and probably errata) to clarify this belief.

Taking Prisoners



Nearly four full pages in and we can finally talk about actually taking prisoners. I know it seems like a lot, but the previous sections will provide a foundation for understanding what follows. You can capture prisoners in three ways:

1) Rout Phase Method

By far, the most common way to take prisoners is via the Rout Phase method (A20.21). A broken unit ADJACENT to an armed, Good Order, Known enemy Infantry/Cavalry unit unable to rout away without Interdiction will surrender to that ADJACENT unit. If Low Crawl is the only way to avoid Interdiction it will still surrender. A unit may not voluntarily break if the break eliminates it for failure to rout or forces the unit to surrender⁸.

Surrendering units drop all possessed Support Weapons and Guns before surrendering to their captor. If there is more than one unit surrendering in the same Location, the captor must accept or reject those units as a stack (A20.21). A surrendering leader does not cause a LLMC/LLTC. A leader eliminated when invoking NQ can cause a LLMC in the Location it originally occupied⁹.

Example 5

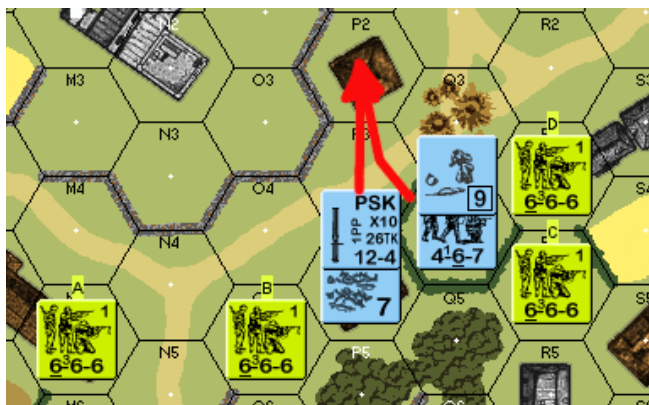


Figure 5

It is RtPh and the German units must rout. Each unit must rout to P2 via P3. Unfortunately for the German player, squad A and B can Interdict P3. Each German unit must surrender to an ADJACENT unit. The 4-6-7 drops its *panzerschreck* in P4 first and then surrenders to squad B where a full squad (1)-0-6 white counter replaces the German unit.

The broken 9-2 surrenders to squad C or D. Should one elect to take the prisoner, remove the 9-2 from the board and keep a side record of the SMC prisoner. Alternatively, you could use a third-party SMC prisoner counter if you have them. No LLMC/LLTC is caused in Q4 when this happens. Should the American player instead opt for NQ when the 9-2 surrenders, the 9-2 is eliminated in hex Q4 causing a 2MC on the 4-6-7 as a LLMC. Should the 4-6-7 fail the LLMC, it too must then rout away.

The Unbroken 4-6-7 would like to rout as well, sensing the unfavorable Close Combat coming. Unfortunately, it cannot. Voluntary breaking here would compel the 4-6-7 to join the 9-2 in surrendering and a unit may not voluntarily break if doing so causes its elimination or surrender.



Berserk units, Berserk unit, units in Melee, Unarmed Units¹⁰, and vehicles cannot take prisoners. A broken unit will rout normally, taking Interdiction as needed, if it cannot surrender. Eliminate for Failure to Rout any unit which cannot surrender and is otherwise unable to rout. Units eliminated in this manner do not invoke NQ or

Massacre effects (A20.21, A20.4).

ADJACENT Disrupted/Encircled units, or units surrendering because of HOB, will rout to their captor even if they have an otherwise legal rout path free of Interdiction.

Keep in mind, the **whole** rout path must be free from Interdiction to avoid surrender¹¹.

Example 6

26 April 2022 Update: I have received a response to a Q&A concerning this example. At issue is the meaning of the Q&A cited in footnote 11. In that Q&A, it mentions “whole rout path” without clarifying what that means. Perry has clarified his initial response to be “the whole **CURRENT** rout path”²⁹.

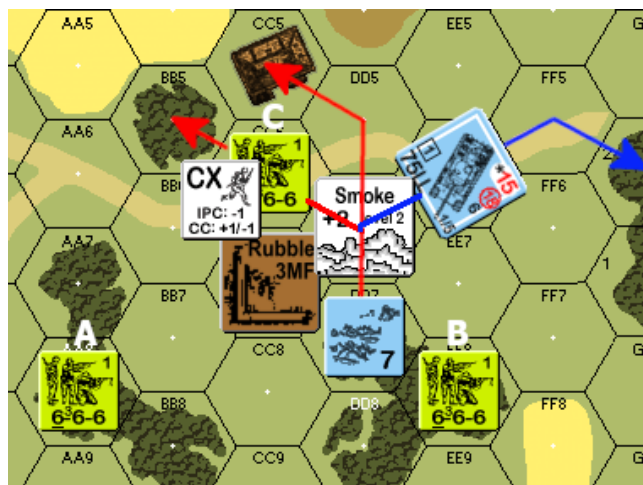


Figure 6

It is the RtPh in the German Player Turn. The broken German unit must rout. BB5 or CC5 is the rout destination. Each Location is 5 MFs away and the 4-6-7 must choose between them. Since squad C is out of LOS, the red arrows represent viable rout paths free from Interdiction. The astute will notice squad A can interdict CC6 and may believe BB5 is not a valid destination. This is incorrect. Because the rout to DD5 is free from Interdiction the broken squad has a rout path free from Interdiction and as such, will not Surrender. Because BB5/CC5 are equidistant, the broken unit could opt to risk Interdiction in CC6 to reach BB5.

The broken squad enters DD6 and now has LOS to squad C. Its “**CURRENT**” rout path to BB5/CC6 is no longer valid and it must select a new “**CURRENT**” rout path, but now with 4 MFs remaining. Given the remaining MFs, it could choose either GG6 or GG7. The broken unit cannot ignore GG6 and routs there, represented by the blue arrow. The only allowable path must pass through FF5/FF6, which are Interdicted by squad B. As the “**CURRENT**” rout path is not Interdiction-free AND the broken unit is again ADJACENT to a Known enemy unit (squad C), the German unit Surrenders to squad C.

Had the German player recognized his dilemma in the MPh, he could have Stopped the Panther in EE7 instead of EE6.

rolls a Final HOB DR ≥ 12 becomes broken and Disrupted and surrenders immediately to any ADJACENT known, **armed**¹⁴ enemy Infantry/Cavalry unit. There are some exceptions to this. Non-elite Italians and Axis Minors surrender on a Final HOB DR ≥ 10 . Units which won't surrender via the Rout Phase method will go Berserk instead. There are other fine details here so I encourage you to look at A15.5 if your Final HOB DR is ≥ 12 . For those playing scenarios set in Korea please also review W3.11, W5.11, and W7.9.

Example 8

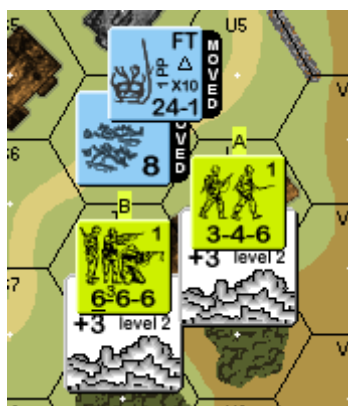


Figure 8

It is the American Defensive Fire Phase. The 8-3-8 was previously broken as it entered T5. As he can rout away, the American opts to take his 16+3 resulting in a MC. The German player rolls a 1,1 for an HOB result which he then follows up with a 6,6 on the A15.1 Heat of Battle Table. As his unit is broken (+1) and Elite (-1), the final result is ≥ 12 and his 8-3-8 will surrender *immediately* to one of the ADJACENT American units, American player's choice.

But wait! The American player declared NQ. Looking at the asterisk next to the 12 result, we treat surrender results as a berserk result instead. Flipping his counter over and marking him with a berserk counter, the German player waits for the AFPh for some payback. Continuing his wild swings, the German player rolls a 1,1 with the flamethrower attack against the HS, for a final K/4 result since he does not cover. This eliminates HS A. The 8-3-8 would like to advance into CC but per A15.431 a berserk unit can't move in the APH so it ends its turn in T5.

2) Close Combat Phase Method

A non-vehicular, non-Berserk unit in Close Combat (CC)/Melee may opt to designate its CC attack as an attempt to take prisoners (A20.22) when attacking Personnel units. A capture attempt adds a +1 DRM unless targeting Inexperienced Personnel. A -1 DRM applies if the target is Inexperienced. Inexperienced units not stacked with a leader are very susceptible to capture using this method. Capture

may occur even after declaration of NQ¹⁵. Even more odd, capture is possible through a Hand-to-Hand attack¹⁶.

Capture occurs if the capturing unit's Final CC DR is $<$ the CC Kill# on the A11.11 Close Combat Table. If a unit's Final CC DR equals the CC Kill# one defending unit of the defender's choice is captured. If the captured unit is a full squad, a half squad (HS) is captured and the remaining HS is uncaptured. Replace captured units with Unarmed Units of the appropriate unit size.

Example 9

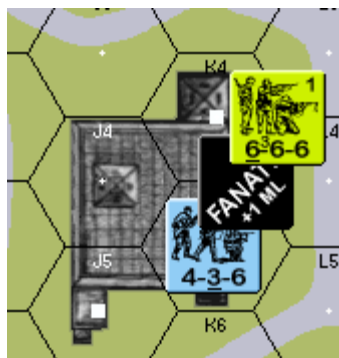


Figure 9

NQ is in effect for both sides. The American advances into CC and will attempt capture. Normally Fanatic units will not surrender via the Rout Phase method but they can be captured in CC. The attack for the Americans will be 3:2, the Germans attack back at 1:2. Looking at the A11.11 Close Combat Table, the Kill# for the American is 6. The German will need a 4. Additionally, the Americans will receive a -1 DRM for attempting to capture an Inexperienced unit. If the American rolls a 7, his Final DR will be 6 and captures one HS and leaves a German HS in the Location. Replace the German unit with a HS and give the American unit an HS prisoner. If the American rolls a 5 or less, he captures the whole squad. Remove the German squad and give the American units a full squad prisoner.

Next, the German attacks back. If he rolls a 4, he will CR the American squad who would still control any prisoners taken. If the German rolls a 3, the American squad is eliminated and it is treated as if the attack never happened. This would leave the original German unit in the Location.

The Americans may attack via Hand-to-Hand per SSR. While it seems counter intuitive, capture can occur via H-t-H. Now the American Kill# is an 8 while the German is a 6. Other than the new Kill#s, everything else remains the same. If the American rolls a 9, its Final DR is a CR, capturing a HS and leaving a HS in the Location, and if he rolls an 8 or less, he captures the whole squad.

The German attacks back per above, but now if he rolls a 6, the American squad is CR, leaving it in control of any prisoners taken. A DR of a 5 or less eliminates the American unit and the original German unit remains in the Location.

In either case, if enemy units from both sides remain in the Location, Melee is formed. In case it isn't clear, attempting to capture without an ambush is fraught with peril unless you bring multiple units to the party.

All of this seems fairly straightforward, but you have to keep in mind attacks to capture are usually simultaneous with other CC/Melee attacks. It is possible for one side to "capture" the other, only to be eliminated by the very unit it captured. Even more interesting, it is possible for one side to capture the other while simultaneously being captured itself.

How do we deal with all of this? Per A20.221, if the side being captured eliminates its captors, it remains unchanged as if the capture attack was ineffectual. If both sides eliminate/capture the other, things get more interesting. First, remove eliminated units. Each remaining unit drops any SW they possess. Then, replace each unit with an Unarmed Unit of the appropriate size. Next, replace each Unarmed Unit with a Conscript/Green unit of the correct unit size (A20.551). If newly rearmed units from both sides remain in the same Location, they are in Melee and covered with a Melee counter. Making a capture attempt during simultaneous CC is fraught with risks. Proceed accordingly!

Example 10

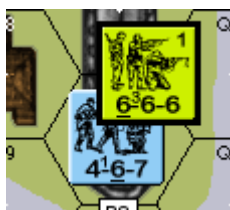


Figure 10



Figure 10b

The American is attacking and declares an H-t-H capture attempt. Subsequently, the German player decides he will attempt to capture back. Both sides roll a 3 and capture each other. As such, each side is replaced with an Unarmed Unit which immediately rearms. As a result, the American unit will be replaced with a Green 5-4-6 while the German unit will be replaced with a Conscript 4-3-6 (A20.211). As units from both sides remain in the same Location at the end of the CCPh, the Location is covered with a Melee counter. In later rounds, one or

both sides may continue capture attempts until no enemy units remain in the Location. Figure 10b shows the remaining counters without the covering Melee counter.

Oddities Capturing Japanese/CPVA Units

Step-Reduced Japanese/CPVA MMC can be captured in CC. You capture and replace the full squad normally. If you only

capture a HS by a Final CC DR equal to the Kill#, the captor takes a HS prisoner and an uncaptured HS would remain in the original Location¹⁷. In essence, treat the "striped" squad as unstriped before dividing into two HS.

Japanese units may also attempt *Hara-Kiri* to avoid capture in CC (G1.641). If successful, eliminate the Japanese unit and award the appropriate Victory Points (VP) to his opponent. If the Japanese unit fails to commit *Hara-Kiri* it may not attack in CC and an additional -1 DRM applies to the capture attempt. To commit *Hara-Kiri*, the Japanese units involved must first pass a Normal Task Check (NTC) with no leadership modifiers. A Berserk/heroic unit need not pass an NTC, it automatically eliminates itself. I encourage you to read G1.641 for all the modifiers if you're contemplating this for your units.

Example 11

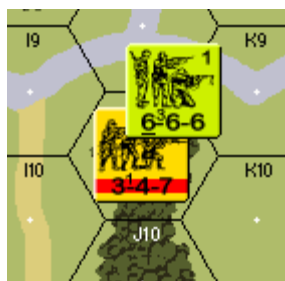


Figure 11

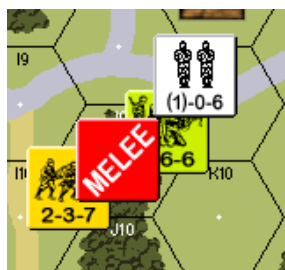


Figure 11b

The American enters into CC and will attempt capture. Attacking at 2:1, the American Kill# is a 7. The American rolls a Final 7. The Japanese player completely whiffs his attack. The Japanese squad is replaced with a HS. A second prisoner HS counter is given to the American. As there are units from both sides remaining in the Location, a Melee counter is placed. Figure 11b shows the situation at the end of the initial CC attack.

As the American unit possess a Prisoner unit (i.e., it is now a Guard), the follow-on CC/Melee attacks will be sequential (A11.33). What's more, the prisoners are now

free to attack in CC and in the Japanese Player Turn it becomes H-t-H. The Japanese HS and the prisoner HS will combine to attack with 3 firepower. The American's options are not stellar. He can ignore the non-Prisoner and attack just his Prisoner at 6:1. He could attack non-Prisoner HS with half FP (3:2), or he could opt to attack both with half firepower (1:1). In any case, he will defend with his full 6 firepower and need not declare his attack until after the Japanese have made their attack. As the attacks are sequential, the Japanese player will attack first, and only a surviving American unit may attack back. From here, attacks are resolved in the normal manner, each side having all of its normal CC options.

The Japanese player could have opted to attempt *Hara-Kiri* rather than risk the capture. To do so, it must first pass a NTC. If it passes this check, the Japanese unit is eliminated immediately. If it fails, the Japanese unit could not opt to attack the American unit in the same CCPh. Additionally, the Americans receive a -1 DRM to their capture attempt.

3) Mopping Up

This is by far the easiest to explain. A broken unit in a building which is successfully Mopped Up (A12.153) immediately surrenders to a unit of the ATTACKER's choice inside that building regardless of proximity. Mopping Up will work even if no stairwell remains. You can even capture units which won't surrender via the Rout Phase method¹⁸. The broken units will not surrender if any concealed units remain in the Mopped Up building. Even if Mopping Up doesn't work, Disrupted/Encircled and ADJACENT units will still surrender in RtPh via the Rout Phase method if eligible.

Example 12



Figure 12

It is the American PFP. The BB4 building is a Multi-Story building with the stairwell in BB4. No other stairwell exists in the building. The American player states he will Mop Up the building. Even though there is no available stairwell in the building, the broken unit *immediately* surrenders. Any American unit in the building (even if not

Mopping Up) can take the German unit as a prisoner. Remove the German squad and give a full squad prisoner to the American unit.

If there is a hidden unit in the same building, it is placed on the board concealed and the broken unit would not surrender.

Handling POWs

Once captured, place prisoners above their Guard. The Guard possesses them as if a support weapon. A Guard may only be relieved of this duty in the APH or RPh by transferring prisoners to another unit or Abandoning them in the APH as if they were a SW. A Guard may guard a total Unit Size (US#) of prisoners up to five times its own US# (A20.51). An SMC could guard a squad and HS (total US# of 5) but not three HS (total US# of 6). A Guard can automatically

exchange two prisoner HS for a full squad and vice versa. Thus, a SMC being transferred three HS to guard could exchange two HS for a full squad and not exceed its capacity to guard.

A unit guarding prisoners suffers some drawbacks. A Guard's FP is halved when attacking non-prisoners¹⁹. A Guard still defends with full FP. If a Guard is guarding greater than its own US# in prisoners it may not attack any unit other than its prisoners, except in CC. It may not use a SW, Interdict, or Kindle.

Both crews and half squads are represented using an Unarmed HS. Make a record of crews on a side record for VP purposes. Given a crew is worth two CVP, whereas a HS is worth one, this record keeping is important for maintaining a proper VP count. Also note any SMC on a side record. This SMC retains its normal morale and leadership levels (A20.5). It is also important to note a SMC has a US# of one and does count against the limit a Guard can guard²⁰. If you have third-party (TPP) SMC prisoner counters this is easy to track. If you record it on a side record you have to pay particular attention to your notes. Personally, when I play I take the SMC and flip it to its broken side. The Guard can possess this broken unit just like any other Unarmed Unit. It is easy enough to remember and I have a visual clue I can refer to keeping me honest.

Example 13

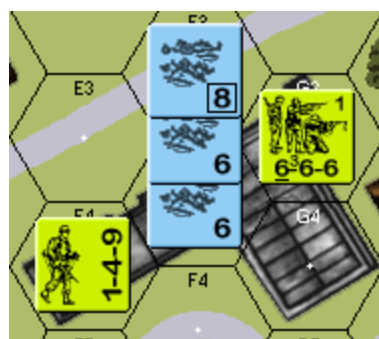


Figure 13

All buildings are ground level only. It is the RtPh and the German player must rout his broken units. Since there are no legal rout paths, the German units will all surrender to an ADJACENT unit. The American player takes these units with the hero.

Recall from earlier, a Guard can only guard up to 5 times his own US# and the German units surrendering amount to a US# of 6. The American player could opt to let one HS go free as an Unarmed Unit but that unit could rearm (see below) and come back to haunt him. Fortunately, he has another option.

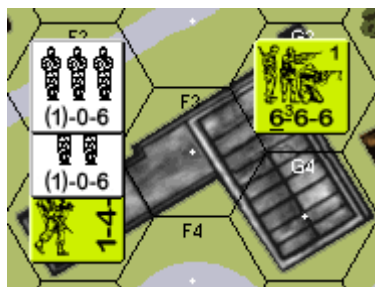


Figure 13b

As already noted, a Guard may freely exchange a full Unarmed squad for two Unarmed HS and vice versa. As such, the American replaces two HS with a full squad. Also note, the crew is represented as an Unarmed HS.

Record this on a side note for VP purposes.

At the end of the RtPh, the situation looks like figure 13b.

As noted earlier, a unit can voluntarily transfer or Abandon prisoners only in the RPh or APh. This transfer is like any other transfer except such a transfer does not penalize either unit's capabilities for that phase. As such, a Guard could transfer a prisoner AND attempt a SW repair in Rally Phase for example²¹.

Example 14

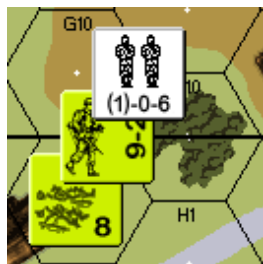


Figure 14

It is the RPh. The 9-2 first attempts to rally the squad in G0. The squad rolls a 8 and successfully rallies. Normally, that would be the complete RPh for each of these units. However, recall that transferring prisoners can be done in the RPh and does not penalize either unit's capabilities for that phase.

Recognizing there are far more important things for his 9-2 to be doing, the American player could also transfer the prisoner to another squad were one in the same Location.

Abandoned prisoners revert to the control of their original owner as Unarmed Units. Immediately rearm Abandoned SMC by placing the appropriate SMC counter²².

Elimination of the Guarding unit can involuntarily force a prisoner transfer. Any unit friendly to the captor **and** capable of accepting their transfer immediately assumes the Guard position regardless of Phase (A20.5)²⁷. Assumption of this duty is not voluntary²³. If no units capable of accepting transfer and friendly to the captor are present the prisoners are freed. A Guard eliminated in the same Location as the

now freed prisoners may rearm some in accordance with A20.551.

Example 15

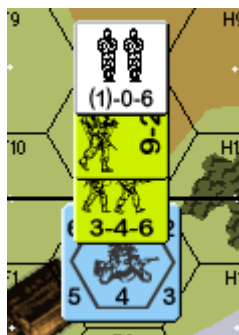


Figure 15

The German Sniper activates with a 2 and has found the 9-2's Location. Recall, prisoners are not eligible for Random Selection. As with all 9-2s, the Random Selection naturally chooses the 9-2. The American rolls a 5 on his Wound Severity dr, eliminating the 9-2. The HS must immediately become a Guard of the prisoners and still has a 2MC coming. Even if the HS was broken, it would still have to assume Guard duty if the 9-2 is eliminated. Assumption of Guard duty is not an option. If the HS was e.g., broken or pinned, it would not be capable of accepting the transfer of the prisoners. In this case the prisoners would be freed and considered to have escaped.

Making Prisoners Work for You

Some things you can do with prisoners:

- You can make prisoners attempt entrenchment, clear rubble, clear a roadblock, or clear a Flame. Guards forcing labor share the same TI/Movement status as the prisoners do, including Hazardous movement if applicable. Keep in mind that any nationality bonus for Entrenching is NA to prisoners (A25.21, W7.92)
- An unbroken Guard squad can deploy into two HS automatically, regardless of leader or nationality requirements/restrictions. You may also deploy a full prisoner squad into two HS. This is a powerful tool for units not normally able to deploy. They can "pass around" the prisoners and deploy at any time. Imagine a squad which deploys itself and its prisoner squad. These HS transfer their prisoners in Advance Phase to two new squads. Each of these deploy and can pass along the HS prisoner to other units down the line to deploy, perhaps in the next Rally Phase.
- Japanese, Partisan, Russian, SS, KPA (W6.3), and Berserk Infantry/Cavalry may Massacre (A20.4) Prisoners in their Location if not in Melee. Such elimination counts as use of a SW and automatically eliminates its declared prisoner target. Keep in mind limits on SW usage²⁴. A Berserk unit in the same Location as prisoners, whether Guarding them or not, **MUST** Massacre them. Massacring prisoners returns

the Berserker to normal. If not in the same Location as prisoners, Berserk units will ignore prisoners for purposes of determining where to charge (A15.432). Committing a Massacre immediately raises the enemy ELR by 1 and invokes NQ (A20.4).

- Prisoners are worth twice their Casualty Victory Points (CVP) at game end if still possessed by the capturing side. Unarmed Units are no longer captured. They are worth normal CVP if eliminated during play. Of special note, prisoners eliminated by an attack from a friendly side are still worth double CVP to the captor. Guards may also escort prisoners off a Friendly Board Edge (A20.53) without awarding CVP to the enemy for leaving the board. Prisoners escorted off the board still count double for CVP purposes at game end. A20.3 and A20.4 applies to Abandoned prisoner units. If the capturing side later eliminates these Unarmed Units, it invokes Massacre and NQ penalties²⁵. Keep careful track of units Abandoned for VC purposes.
- If Interrogation (E2) is in play, prisoners are great sources of information. When captured, prisoners are subject to immediate Interrogation. On a Final Interrogation $DR \leq 5$ some information about its original side is compromised. When playing in Korea, some specific rules cover Interrogation as well. See W6.1 and W7.9 for details.

Perhaps the War ISN'T Over for You

If a stack of units surrenders and is larger than the available Guard capacity, the captor determines which excess units to free/Abandon as Unarmed Units. Eliminating their Guard frees prisoners if there is no other enemy in the Location able to guard them. Some units freed in this manner may rearm under A20.551. Otherwise, units are freed as Unarmed Units and revert to their original side's control in either instance.

The methods above don't require work on the prisoners' part. To earn it, prisoners engage in CC with their Guard. A prisoner may attack its *broken* Guard in CC. In order to attack in CC, the prisoner must first pass a Normal Task Check (NTC). If they pass the NTC they attack their Guard in CC. They can attack other units in the Location as part of a combined attack including the Guard. If they eliminate their Guard, they escape and may rearm up to the Unit Size of their Guard. Prisoners may Infiltrate (A11.22) to escape CC/Melee. Prisoners will not accompany their Guard if it Infiltrates during a Melee²⁶. A Melee forms if the Guard survives. Once Melee forms, any prisoner may attack its Guard (even if unbroken) without passing a NTC. Once a Melee forms, prisoners may opt to Withdraw from Melee. Successful Withdrawal leaves an escaped Unarmed Unit. Unless someone comes to help, their fate is sealed.

Eventually, the Prisoners will withdraw or win the CC as the broken Guard cannot attack back.

Example 16

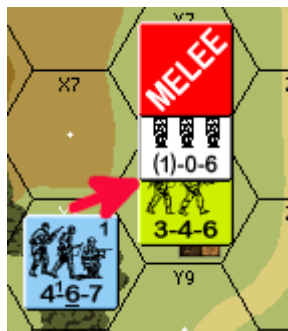


Figure 16

The 4-6-7 advances into the existing Melee. As there are prisoners in Melee the German units will attack first. The German prisoner elects to Withdraw. The American player will attack the prisoner in hopes of stopping the Withdrawal. If the prisoner succeeds in Withdrawal it will become an ESCAPED Unarmed Unit. Control over this unit revert to the German player.

Should the German player roll a 12 on his CC attack, the Guard could opt to Infiltrate from Melee but in doing so, it would leave the prisoner behind as an Unarmed Unit, control reverting to the German player. Note, the Unarmed Unit left behind has escaped, not been Abandoned. Abandonment can only take place in the RPh or APH. Should the American roll a 12, the prisoner and the German unit could Infiltrate to an Accessible Location with the Unarmed Unit once again under German control.

As highlighted in example 11, prisoner CC attacks are sequential with the prisoners attacking first. If prisoners stack with other friendly units, the combined attack goes first but MUST include the Guard as a target. Prisoners eliminated while escaping do not incur NQ or Massacre penalties. Prisoners eliminated in this manner still count for CVP purposes but are not worth double.

The Not So Gentle Art of Rearming

Escaped SMC are always Armed. Just place the SMC on the mapboard in the proper Location and you're done.

Whenever a prisoner is in a Location where an enemy unit is eliminated or captured in CC, it may immediately rearm. Provided there are no other armed enemy units currently in the Location, a prisoner may rearm if its Guard is otherwise eliminated. When this happens, rearm Unarmed Units up to the Unit Size of the eliminated units. If a HS is eliminated where a full squad Unarmed Unit is located, replace the Unarmed Unit with a Conscript/Green HS and an Unarmed HS (A20.551). For those playing scenarios set in Korea, W2.21, W4.2, and W5.1 also cover specific cases for rearming.

Example 17

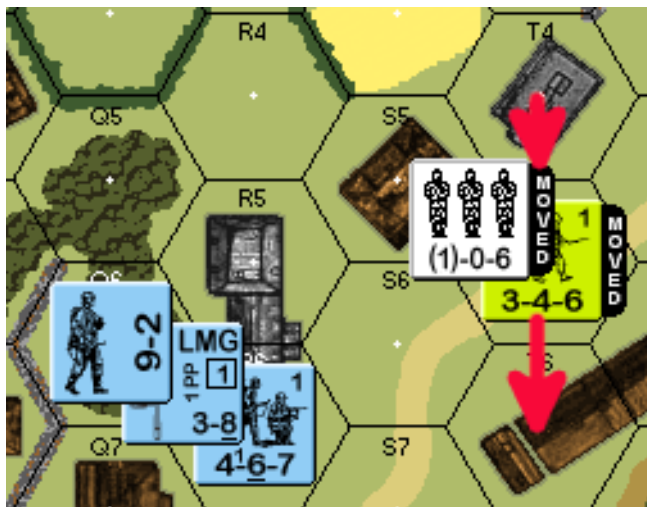


Figure 17

The American unit elects to Dash to T6 with its prisoner. The German player attacks the move in T5 with a 2 -4 attack. The final result is a 1KIA. The Random Selection to determine which unit suffers the KIA includes both the American unit and its prisoner. Unfortunately for the American, the Guard is selected and eliminated.

A KIA would normally break the prisoner too, but as noted earlier, prisoners do not break, they CR instead. This reduces the Unarmed Unit to a HS. It also awards two CVP to the Americans as friendly fire eliminated a HS.

Now, there is an unguarded, Unarmed HS in a Location where an enemy HS was just eliminated. Immediately replace the Unarmed HS with a Conscript German HS.

Example 18



Figure 18

First note we are using a VASL counter to represent a captured 8-1 leader. Unless you have a third-party counter in your own set, you would be using a side note. Other than the VASL-specific counter, everything else would be the same at the table.

It is the CCPH. The American 3-4-6 HS Guard is broken. As such, the prisoners may attempt an NTC

to try and escape. If they pass, they may attack their captors in CC. Per A20.5, a captured leader maintains normal morale and leadership. As such, he can affect friendly units, including the NTC here. The leader cannot affect his own

NTC. Assume both prisoners pass their NTC and can CC its Guard. The attack against the Guard would be 1:2. There is a -1 DRM for leadership and a -2 DRM for attacking broken units. A Final DR of 4 or less will eliminate the HS Guard, meaning an Original DR of 7 or less eliminates the Guard. A broken Guard may not attack back. If the Guard survives, a Melee forms and the prisoners may continue to attack their Guard until they eliminate it, either side Withdraws, the game ends, etc.

If the prisoners eliminate the Guard, they have escaped. Immediately rearm the leader and place its original counter in the Location. A HS equivalent will rearm to Conscript HS. In the end, the Location will contain a Conscript HS, an Unarmed HS, and the 8-1 leader.

Unarmed Units may Scrounge (A20.552) to rearm. Scrounging wrecks (D10.5) offers a better chance of success. Successful Scrounging replaces the Unarmed Unit with a Green/Conscript of equal size (squad/half squad). Again, for those playing scenarios set in Korea, W2.21, W4.2, and W5.1 cover specific cases for rearming.

Generally, prisoners/Unarmed Units lose all previous armed identity. Crews are no longer crews, fanatic units are no longer fanatic. Sappers are no longer sappers. They lose all of their previous conditions and capabilities. If they rearm they all become Conscript/Green units of the side they are rearming to. This does mean weapons Inherent to that side will rearm as well. For instance, a captured German crew becomes an Unarmed HS. Should it break free and rearm, it would become a Conscript German HS and could try for *panzerfausts* and ATMMs if the year allows it. Units rearming to something other than a Conscripts/Green unit retain all the capabilities of the units restored to (W2.21, W4.2, and W5.1).

Example 19



Figure 19

The Unarmed Unit in X2 was originally a German crew and previously Abandoned by its captor. During the RPh it may attempt to Scrounge the destroyed Panther in its Location in an attempt to rearm. On a dr of 1-3, a unit Scrounges enough small arms to rearm up to a HS-sized unit. Assume a 2 is rolled.

Recall that when captured, the Unarmed Unit loses all of its previous identity. It is replaced with a Conscript HS when rearming. As this is a German unit, this means it has all the inherent capabilities of a German Conscript HS. This includes *panzerfausts* and ATMM if the scenario date allows it.

Conclusion

Here at the end, I will offer up a couple rules of thumb. Keep in mind, every rule was made to be broken and these are no exception.

1. If the VC requires building control, invoking NQ is likely not the best option.
 - o Once NQ is in effect you can no longer Mop Up making building control a little harder.
 - o Clearing broken units from upper floors will take more effort.
2. Taking prisoners can enable you to deploy units contrary to your national capabilities.
3. Consider taking prisoners if the VC awards double CVP for taking them.
4. Manipulating your opponent into killing his own guys is an easy way to instantly gain CVP.
5. Interrogating prisoners is definitely worth your time if allowed by SSR.
6. If prisoners are not worth double, or the VC does not incentivize you to take prisoners, then invoking NQ is not likely to hurt you too much.
 - o It will allow broken enemy units more freedom to rout however, so keep that in mind.

For those of you who have made it this far, I applaud your stamina. I hope you paced yourself, this article covered a lot of ground. It took me some 40 – 50 hours writing it so I feel the pain of your journey. I also know that even as I release this for publication, it is not complete. I imagine there is also some lurking error in here. This is where you come in.

If you think something is missing, please reach out to me so I can add it. Please let me know if you spot a mistake so I can fix it. I will take feedback on missing examples or missing Q&A as well. It is my hope this article will continue to grow and evolve over time and maybe someday serve as a basis for updating the A20 Prisoner rules.

As always, I hope you find this article useful. It is my hope that after reading this you won't reflexively say "No Quarter" just so you don't have to wade through this section of the rules. If even one of you pauses for a moment to

consider the implications of doing so, I will consider this article a success. Until next time.

Footnotes:

1 A11.5 & A20.5

The Germans had taken a Russian 426 prisoner, and eventually they ended up with their guards in the same hex as a German StuG that was bogged & UK. The guards broke and were eliminated for failure to rout. Due to the StuG the former prisoners cannot be re-armed (A20.551). Subsequently, a Russian 328/10-0 jump into CC to finish off the StuG, but fail. Can the former prisoner attack the AFV in CC as well?

A. No; unarmed units do not have a CCV.

2 See footnote 1.

3 A20.52:

Are escaped Prisoners which do not rearm ALSO subject to the Protection of A20.3 - 20.4?

A: No.

4 A7.212 & A10.53:

Can a unit with a CC counter interdict? More specifically, can a unit with an enemy BU AFV in motion in their hex interdict?

A. The CC counter is immaterial, but target selection limits would prevent a unit with an armed Known enemy unit in its Location from Interdicting.

5 A10.53, A10.532, & C6.5:

If the ATTACKER routs a broken unit without using Low Crawl, through an Open Ground hex that is in the LOS and Normal Range of an unbroken enemy unit capable of fire on it in that hex with at least one FP without any form of LOS Hindrance, can the DEFENDER decline Interdiction and allow the broken unit to disregard an NMC?

A. Only if concealed.

6 A10.53, A10.532, & C6.5:

If the ATTACKER routs a broken unit without using Low Crawl, through an Open Ground hex that is in the LOS and Normal Range of multiple unbroken enemy units capable of firing on it in that hex with at least one FP without any form of LOS Hindrance, can the DEFENDER choose which of the qualifying Interdictors enforces the Interdiction (e.g. so that an otherwise qualified Interdictor can maintain Target Acquisition as per C6.5)?

A. Yes.

8 A10.41 & A20.21

May a unit voluntarily break if it will result in their immediate surrender via A20.21?

A. No, since that could result in their immediate elimination.

9 A10.2, A20.21, & A20.3

An enemy squad of lower morale than its accompanying Leader are in a Location ADJACENT to a Good Order known friendly infantry unit. The enemy Leader is broken and must Surrender to the ADJACENT Good Order known friendly unit which does now declare No Quarter. Is the broken enemy Leader a) eliminated in its current Location—thus causing a LLMC on the accompanying enemy squad or b) eliminated in the Location of the friendly unit that declared No Quarter?

A. a).

10 A19.2

Unarmed Units are Good order but not armed. A19.12 does not say the unit needs to be armed, only Good Order. Do disrupted units Surrender to ADJACENT, known, Unarmed Units?

A. No (see also A20.21); look for errata to both A19.12 and A15.5 to add "armed".

11 A20.21

When determining whether a broken unit would surrender to an ADJACENT unit, is the entire rout path examined for Interdiction or simply the first hex away from the enemy unit to which it is ADJACENT? That is, the first hex may be non-Open Ground but the second or third hex on the path to the target woods/building is Open Ground and therefore the unit would be Interdicted at that point during the rout.

A. The entire rout path.

12 See footnote 8.

13 A19.12 & A20.3

If a unit is disrupted and No Quarter is in effect, what happens to the disrupted unit if an enemy unit moves into its location during the MPh? Is it immediately eliminated? (It would surrender immediately in NQ were not in effect.)

A. No.

If not eliminated, what mechanics are used for routing away during the opponent's MPh?

A. It does not rout away during the opponent's MPh. It routs away as normal during its RtPh (or is eliminated for failure to rout if unable to rout) - just as if an enemy unit had entered the Location of a non-Disrupted broken unit (Berserk, HW/Banzai). {2}

14 See footnote 8.

15 A20.22

May this (capture during the CCPh) be attempted by a side which earlier invoked No Quarter?

A. Yes. {4}

16 A20.22 & J2.31

Can a capture attempt be made during Hand-to-Hand CC?

A. Yes. [Compil7]

17 A20.22 & G1.1

An allied unit rolls to capture a Japanese striped squad, but only captures a half squad (i.e., final roll = the CC kill#). Is the result

- 1) a captured halfsquad and an uncaptured halfsquad (i.e. the stripe disappears),
- 2) A captured halfsquad only, or
- 3) an uncaptured halfsquad only?

A. 1) a captured halfsquad and an uncaptured halfsquad

18 A12.153 & A20.21

When a building that is being Mopped-Up only contains enemy broken units which cannot surrender as per A20.21 (i.e., SS vs. Russian), do they still surrender when Mopped-Up? What if they're in an upper-level location? A. They Surrender (the Surrender limitation is only on RtPh Surrender.). Doesn't matter. {1}

19 A20.52

Imagine 4-6-7 Guard with a full squad prisoner and an enemy 4-4-7 in melee. Can the 4-6-7 attack them both or is it limited to only attacking the prisoner? If it can attack both, does it attack 2:5 (half FP) or at 4:5?

A. It can attack both, but its FP is halved then since it is attacking non-prisoners.

20 A20.5

says to record a captured SMC on a side note. Does the SMC still count against the 5 times Unit Size limit for a Guard?

A. Yes

21 A20.5:

Does this mean a unit could transfer a prisoner AND do other RPh/Aph activities (transfer a weapon, rally a unit, deploy, repair a unit, etc) at the same time effectively giving them two actions?

A. Yes

22 A20.551

This rule says "Escaped SMC are always Armed." Are Abandoned SMC prisoners also always Armed?

A. Yes. {2}

23 A20.5 & A20.55

A location contains a squad, and a broken HS that is Guarding a squad of Prisoners. In the CCPH, the prisoners pass a NTC and attack their Guard in sequential CC. The Guard HS is eliminated, so the Prisoner squad is replaced by a Conscript HS (through rearming) and an Unarmed HS. Since the Guard was eliminated, MUST the squad assume Guard duties for the unarmed HS that remains, prior to making its own CC attack? (A20.5 says "may immediately assume the Guard position", not "must immediately assume the Guard position".

A. The squad has to become a Guard, since the Prisoners did not successfully Escape per A20.55.

24 A20.4

Can a Guard/Berserker eliminate only 1 prisoner counter in an A20.4 situation? Does each prisoner eliminated count as a SW use? Or can \leq all prisoners be eliminated at the "cost" of a single SW use?

A. It can eliminate as many prisoner counters as it wants for its SW usage. {2}

25 See footnote 3

26 A11.22 & A20.55

A Good Order German squad holds a squad's worth of Russian prisoners. Another Russian unit enters CC with them, with no result either way; resulting in a Melee. The next turn the prisoners attack their guard first (no NTC or broken guard required in Melee). The prisoner rolls a 6,6 against the GO guard, resulting in Infiltration for the guard. If the guard elects to withdraw on the 6,6, do his prisoners accompany him?

A. No, the prisoners cannot accompany the Guard withdrawing from Melee.

27 A 20.5 says in part:

A20.5 ... Should the Guard unit be eliminated, any unit capable of accepting their transfer (disregarding phase) must assume the Guard position....

Existing Q&A says this:

A20.5 & A20.55 A location contains a squad, and a broken HS that is Guarding a squad of Prisoners. In the CCPH, the prisoners pass a NTC and attack their Guard in sequential CC. The Guard HS is eliminated, so the Prisoner squad is replaced by a Conscript HS (through rearming) and an

Unarmed HS. Since the Guard was eliminated, MUST the squad assume Guard duties for the unarmed HS that remains, prior to making its own CC attack? (A20.5 says "may immediately assume the Guard position", not "must immediately assume the Guard position". A. The squad has to become a Guard, since the Prisoners did not successfully Escape per A20.55.

The Q&A implies must where the rules say "may". Is it a must? If it is a must, would a broken unit HAVE to assume Guard duties if no other unit was available? If the answer is "may", would an Unarmed unit rearm if the enemy opted not to assume Guard duties? Does this change if the only available Guard is broken? If it does rearm would this form immediate melee or would the Location just be marked with a CC counter? A A20,5 should probably say "must immediately assume".

Per 20.55, Escape is successful only if there are no enemy units CAPABLE OF ACCEPTING TRANSFER WHEN A GUARD IS ELIMINATED PER 20.5 in the same Location. [WORDS IN CAPS IMPLIED]

Broken units are not "capable". If there is a Melee, everyone would be in Melee.

28 Per A20.54, when an enemy Infantry/Cavalry enters an Unarmed Units Location, it may conduct an immediate CC attack. Is the Unarmed Unit allowed to attack back?

A. No.

Is Infiltration possible?

A. No.

What about leader creation?

A. Yes.

29 **A20.21** Old Q&A: When determining whether a broken unit would surrender to an ADJACENT unit, is the entire rout path examined for Interdiction or simply the first hex away from the enemy unit to which it is ADJACENT? That is, the first hex may be non-Open Ground but the second or third hex on the path to the target woods/building is Open Ground and therefore the unit would be Interdicted at that point during the rout.

A. The entire rout path.

Q: What does "entire rout path" refer to in the Q&A above?

A. The entire current rout path.

REVISITING SCENARIO RB5 - THE LAST BID

Rich Spilky



A few years ago, after playing through this scenario several times with a handful of different opponents, I found it to be significantly unbalanced in favor of the German side. Back in 2019, I had written an article about my playing experience with this scenario and made some recommendations to better balance it out in favor of the Russian side (see *Banzai!! Volume 24, Number 1, pages 22-23*). Most recently my friend and fellow ASL player Jim Serafin decided to give this scenario another go utilizing those recommended alterations to see if these changes had the desired balancing effect.

Here are the scenario alternations we played with that were recommended in the 2019 *Banzai!!* article:

- a) Enabled the “official” Russian balance provision on the scenario card (i.e. allowing the Russian side to Battle Harden ten MMCs and two SMCs prior to setup/entry).
- b) Lowered the number of game turns from 21 to 17.
- c) Revised SSR3 to allow the Russians to enter exactly one counter of their reinforcement group on turn 1, two counters on turn 2, three counters on turn 3, and so forth. This will allow them to enter all 28 counters (exactly) of their SSR3 reinforcement group by turn 7.
- d) Added another T-70 AFV to the turn 8 Russian AFV reinforcements and allowed this reinforcement group to enter them on turn 7 instead.
- e) Allowed the Russians to enter their infantry reinforcements scheduled on turn 10 on turn 9 instead.
- f) Reduced the number of German MMC and HT reinforcements on turn 10 by 1/3 (e.g. six HTs instead of nine, two 8-3-8 AE squads instead of three, four 8-3-8 squads instead of six [the number of SMCs and SWs in this reinforcement group unchanged). Allowed this reinforcement group to enter on turn 9 instead.
- g) Lowered the number of German AFV reinforcements on turn 11 by 1/3 as well (e.g. one PzIVF2 instead of two and three PzIIIJs instead of four). Allowed this reinforcement group enter on turn 10 instead.
- h) German side is not allowed to setup on the Perimeter itself at-start (EXC: German HIP units and/or Fortifications may still setup on the Perimeter).

To make a long story short, I believe Jim’s playing demonstrated that the changes were an improvement towards balancing out the scenario, but we found that they didn’t quite go far enough to accomplish that goal and that the

scenario continues to remain pro-German even with the above changes incorporated. Consequently, I would add the following modifications to the list above if I were to play this scenario again with the goal of helping the Russian side out a bit more:

- Add four more Russian 4-4-7 MMCs and one more 7-0 leader to the Russian at-start OB.
- Add two DCs to the Russian at-start OB (which may be used as set DCs per A23.7).
- Add six more 4-2-6 MMCs and two more 8-0 leaders to the SSR3 reinforcement group. (This will add eight more counters to the total which will dovetail nicely with alteration “c” above).

While I don’t guarantee that incorporating these incremental changes will cause the scenario to become completely balanced, I do believe that these modifications will certainly make it closer to being balanced and more playable than it is now. If anyone has a chance to play it while incorporating these alterations, I’d be glad to hear about the outcome. Here’s my email address: richspilky@comcast.net.

CLUB NOTES

Lunch Gatherings

Lunch gatherings have been more sporadic lately, but they still happen. Stay tuned to our email list. The club sends out email reminders, or you can call Matt or Sam for information on the next get-together.

Game Days

The Austin, San Antonio, Houston, and Dallas/Ft. Worth groups have remained active, hosting various gatherings for

club members to get together and knock cardboard heads. If you missed any of these you missed a lot of fun. It's like a tournament atmosphere for a day. The Austin group meets on the first Saturday of every month. The DFW group has been meeting on the second, the San Antonio guys on the third Saturday of every month, and the Houston group on the fourth Saturday of every month. To stay informed of upcoming club events, stop by our club website, www.texas-asl.com or better yet join our email group. You can post a message at texas-asl@groups.io or you can point your favorite browser to <https://groups.io/g/texas-asl> and take a look. For those still not connected, give Matt, Rick, or Sam a call for club information.

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NEXT ISSUE

- More articles about ASL
 - Player Profile
 - Favorite Scenarios
 - Club Meeting Recaps
- And much more!