

Red Banner

A quarterly fanzine for the Advanced Squad Leader (ASL) board game
By the DC Conscripts ASL Club



Table of Contents

Commissar's Call:	<i>TROOP ROTATION</i>
Conscripts' Chatter:	<i>REGISTER FOR HUMAN WAVE 2020</i>
Amazing ASL Lore:	<i>THE SELF-DEFEATING DEMOLITION CHARGE</i>
New Article(s):	<i>HOLD AT ALL COSTS: THE 14th MECHANIZED CAVALRY GROUP AT THE BATTLE OF THE BULGE</i>
New Scenario(s):	<i>LAST STAND OF A TROOP</i>
After Action Report:	<i>AP143 LATE FOR CHOW</i> <i>BFP 84 KREIDA STATION</i>
Year-end Club Ladder	

Commissar's Call: *TROOP ROTATION*



Within five days of my return from Afghanistan, comrades welcomed me with warm messages such as this one from The Golden Child:

Welcome back!

...In other news, you may be interested to know I plan on sending out the latest Red Banner this evening. We have some good content. I've enjoyed putting it together but will be happy to give you your old job back :)

For the good of the State, I'm happy to resume my place in the TO+E.

I don't know, however, if we can manage the loss of Comrade Garvin, our 11-4 leader. Counter revolutionary forces (The Crown) compelled his return to Canada, so we sent him off with a cake on August 24. As you know, he established our tournament as documented in previous issues of Red Banner. His departure is a great loss. This sad parting reminds me of eternal wisdom from the Squad Leader rulebook, 4th edition, page 32, left column:

“SQUAD LEADER leaders represent outstanding individuals who do more than fill a TO+E slot. These are the individuals who have the respect of their men gained by continuous leadership and performance “above and beyond the call.”

That's Comrade Garvin. Gone but not forgotten; we will game again!

Conscripts' Chatter: *REGISTER FOR HUMAN WAVE 2020*



Conscripts,

Planning for Human Wave 2020 is underway. The third year of the tournament will be held 26-28 June 2020, once again in Tyson's Corner. The theme will be Commonwealth vs Axis, and many of the things that have made it successful the last two years will be back in 2020. Please join us! More information and registration can be found here:

<https://humanwaveconscripts.com>

Amazing ASL Lore: *THE SELF-DEFEATING DEMOLITION CHARGE*

I'd like to make this one a regular column about stunning twists in our ASL games. Feel free to submit your own amazing ASL stories in a paragraph or two anytime.

The Self-Defeating Demolition Charge

A German corporal with demolition charge ran across the railyard toward a Russian controlled factory in the midst of Kreida Station (BFP 84). A burst of soviet machine gun fire blew him to smithereens, so his charge fell to the ground. Then came two German squads, one after the other to pick it up, but both failed with recovery rolls of six. A third succeed, however, and dragged the bag to the Soviet factory. One turn later, the Germans placed the charge into an adjacent melee. The detonation broke two German squads, one with casualty reduction, and triggered heat of battle for the Russians who spawned a hero and battle hardened. Same said Russians then withstood a 16-firepower attack unscathed thanks to their newly boosted morale.

New Article: *HOLD AT ALL COSTS: THE 14th MECHANIZED CAVALRY GROUP AT THE BATTLE OF THE BULGE*

By Dr. Eric Michael

On December 16th, 1944, the 14th Mechanized Cavalry Group was defending the strategic Losheim Gap on the border of Germany and Belgium. It was the key invasion route used by the German army in both 1914 and 1940 to invade France. No one in the Allied High Command seriously considered the Germans would strike there again. Therefore the Ardennes was used as a part of the front to provide exhausted units an opportunity to rest and refit (such as the 28th Division, which had been badly mauled fighting in the Hurtgen Forest) and a place where units newly assigned to Europe (such as the 14th Cavalry Group and the 106th Infantry Division) could get some of their first combat experience at relatively little risk. Therefore, one can imagine the surprise of soldiers and commanders when the Germans chose to attempt to repeat their earlier success and launch a strategic counter attack to divide the Allied Army Groups and seize the port of Antwerp by attacking through the Ardennes once more.

For the first two days of the offensive the 14th Group faced the worst force ratio of any part of the Allied line and the result was that the unit was completely destroyed. To the best of my knowledge, this is the only case during WWII that an American unit was destroyed in combat through continuous contact with an enemy force. The only comparisons that come to mind are Merrill's Marauders or the first wave forces at Omaha Beach. On the morning of the 16 December 1944, the Group Headquarters and its two squadrons were at nearly full strength in men and equipment. By the evening of the 17th, the remaining forces were pulled back behind Valsheim and reconstituted as a provisional squadron that was returned to combat on the 20th of December.

Pre-War History

The core of the 14th Cavalry Group was the 14th Cavalry Regiment. The Regiment had been created during the Philippine Insurrection and fought in that war. Subsequently it was assigned to Tucson where it was the force attacked by the Mexican incursion by Pancho Villa that resulted in Pershing's Punitive Expedition in 1917. The Regiment remained along the Mexican border after the Punitive Expedition and did not deploy to France for WWI.

In 1921, they were incorporated in the 2nd Cavalry Division. The 14th Cavalry was brigaded with the 2nd Cavalry to form the 3rd Cavalry Brigade. The division also contained the 4th Cavalry Brigade which consisted of the 9th and 10th Cavalry (Colored). In 1940 and 1941 this force was actively involved in training prior to the Pearl Harbor attack and engaged in the 2nd Army Maneuvers in Louisiana, Arkansas and Kansas.

Early War

After the start of the war the division was broken up and, with the 3rd Brigade, provided security for the southern border while the 4th Brigade served as a basic training unit for non-white soldiers (see [https://en.wikipedia.org/wiki/2nd_Cavalry_Division_\(United_States\)\)](https://en.wikipedia.org/wiki/2nd_Cavalry_Division_(United_States)))). In the summer of 1943 the 2nd Cavalry Division was deactivated and the 3rd Cavalry Brigade was transferred to create the cadre for the 9th Armored Division. The 2nd Cavalry Regiment fielded the 2nd Tank Battalion (9th Armored Division), 19th Tank Battalion (9th Armored Division), 776th Amphibian Tank Battalion (Corps asset assigned to PTO), and D Troop 89th Cavalry Reconnaissance Squadron (9th Armored Division). The 14th Cavalry Regiment provided forces that would become the 14th Tank Battalion (9th Armored Division), the 711th Tank Battalion (Corps asset assigned to the PTO) and the 14th Mechanized Cavalry Group Headquarters.

The standard tables of organization and equipment for a mechanized cavalry group in 1942 provided each group with two identical squadrons. Each squadron had three line cavalry troops lettered A through C with 13 armored cars or jeeps and an assault gun organized into three platoons and a headquarters section. Each platoon had three M8 armored cars and six jeeps. The headquarters section probably had an M8 armored car, the assault gun (likely a 75mm howitzer on a halftrack chassis) and a light truck with a light mortar squad (the Army standard M2 60mm mortar). Each jeep had a machine gun mounted on it, which was typically a .30 caliber machine gun (known in game terms as the US MMG) although some .50 caliber machine guns were also used. D troop was a service company with a truck platoon, ordnance/supply platoon and a maintenance platoon. E troop was a self-propelled artillery battery with M8 howitzers. F troop was a light tank company with 17 light tanks organized into three five tank platoons and a company headquarters section with two more tanks.

Lastly there was a Headquarters and Headquarters Troop with signal, medical and other units. The Group consisted of a single Headquarters and Headquarters Troop that did not have organic combat capability.

(https://www.benning.army.mil/Armor/eARMOR/content/issues/2014/OCT_DEC/Judge.html and https://en.wikipedia.org/wiki/106th_Cavalry_Regiment)

The 18th Cavalry Reconnaissance Squadron (CRS) was activated July 8th, 1943 and attached to the 14th Group the same month. Lieutenant Colonel William F. Damon, Jr was assigned as commander. He was a graduate of West Point '33 and had been commissioned into the horse cavalry. His assignment prior to command of the 18th CRS was as assistant G-3 on the Army Ground Forces command. He was well liked and trusted by the troops and commanded the 18th CRS for the remainder of the war.

The second squadron joined the group in October. 32nd CRS had started the war as the 2nd Squadron of the 106th Cavalry, Illinois National Guard. In 1942 the squadron was deployed to Panama to guard the canal. When the threat to Panama was seen as less likely in 1943, it was redesignated the 27th CRS. Subsequently it was renamed the 32nd CRS when assigned to the 14th Group. Its first commander was Lieutenant Colonel Ernest Aldridge. Prior to sailing to Europe in August, Colonel Devine relieved Aldridge from command allegedly because he did not like LTC Aldridge's habit of talking with chewing tobacco in his mouth. He was replaced with LTC John Murtaugh. (see <https://books.google.com/books?id=yDRDzu1iiEC&pg=PA62&lpg=PA62&dq=32nd+cavalry+reconnaissance+squadron&source=bl&ots=zYy4vE9dHF&sig=ACfU3U07T8O38LfAgi4UpJ8pkA0Q9ZfW9A&hl=en&sa=X&ved=2ahUKEwigi9SijLHkAhWniOAKHbu1BgY4KBD0ATAFegQICBAB#v=onepage&q=32nd%20cavalry%20reconnaissance%20squadron&f=false>)

The first commander of the 14th Mechanized Cavalry Group was Colonel Thomas Donaldson, Jr. He was a West Point class of 1918 graduate who came from a long line of West Pointers¹. In April of 1944 the Group deployed to Camp Maxey, Texas for training certification before deployment. For reasons lost to history, command changed to Colonel Henry H. Cameron. Colonel Cameron was a graduate of Norwich University class of 1918 and regular army cavalry officer. He had served in WWI with the 1st Infantry Division. However, when the 14th Cavalry failed to meet the training standards, he was relieved of command in May and replaced by the commander of the Tank Destroyer School, Colonel Mark Devine, Jr. One history alleges that the squadron deliberately failed the evaluation thinking that if they failed they would not have to go overseas and fight. There is a second opinion that the M3 tanks at Camp Maxey were worn out and therefore the tanks failed to hit their targets on the range. Either way, the 14th got their new commander in July of 1944.

Devine is described as a "hard nosed, blunt talking, spit and polish". He was commissioned through ROTC from the University of San Francisco. He had missed World War

¹ His Grandfather was Major General David Stanley 1852. His father was Major General Thomas Quinton Donaldson, Sr 1887. His sons included John Donaldson 1943 and Major General Thomas Quinton Donaldson IV 1944 (unclear who was the III). His father fought the Sioux Indians and was Pershing's Inspector General in France during WWI. His namesake son served in Korea and Vietnam. His grandson and great-grandson served in the United States Navy.

I. His solution to the Group's "failed evaluation problem" was to make squadron officers responsible for failed evaluations.

Colonel Devine immediately put his imprint on the unit. A new day had dawned and it was not a pleasant one for the Group. Believing the evaluation failure to be solely the result of incompetent small unit leaders, Devine instituted severe and, often times, brutal disciplinary action against any squadron officers who crossed him. These actions won him few admirers among the officers and men. However, the Group did not fail any more evaluations. (See: http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en for more details).

Deployment to the Losheim Gap

After completing training, the Group departed from New York on the 28th of August 1944. By the 20th of October they entered the line by being attached to veteran divisions. After a month the squadrons were returned to the group headquarters and the group was assigned to Guard² the Losheim Gap. At the start of the battle the 18th Squadron was located forward in the gap while the 32nd Squadron was in the rear conducting overhaul of vehicles and equipment.

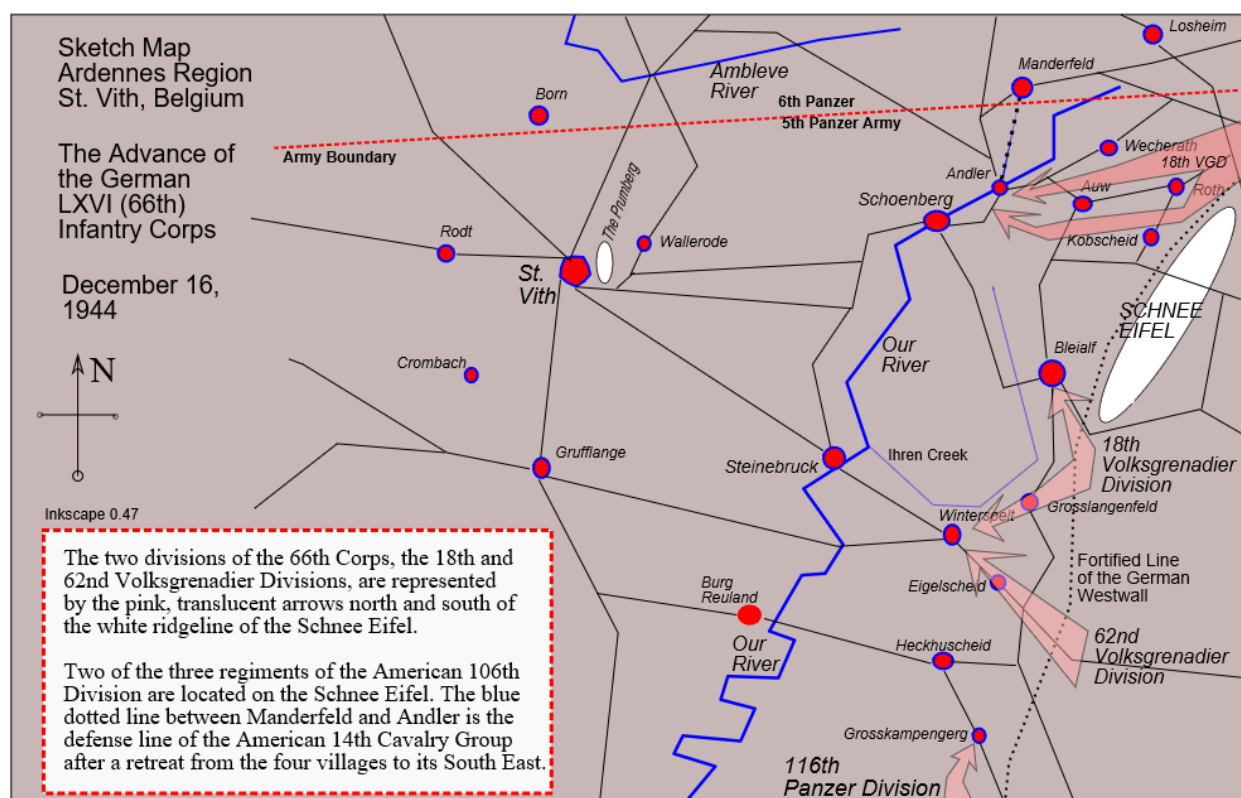


Figure 1: German and US Deployments Outside St. Vith December 16, 1944

² In current day doctrinal terminology, "Guard" is a security task undertaken by an independent Cavalry Regiment (Brigade) to protect a Corps flank. While this could have been what the original author meant, "defend" is more likely.

The 18th Squadron's Commander, Lieutenant Colonel Bill Damon (West Point '33) had been quickly promoted to Captain in 1940, Major in 1942 and Lieutenant Colonel in August of 1943 a month after taking command of the 18th Squadron. He was well liked by his men but often clashed with Colonel Devine. (see

http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en)

The 18th Squadron was located in eight strong points around the town of Manderfeld. A Troop was commanded by Captain Stan Porsche. He put his first platoon in a strong point at Kobschied with the rest of his troop at Roth. Captain John Walker of C Troop had one platoon in Afst, one in Krewinkel and the third between those two towns. B Troop was in the south supporting the southern flank of the 106th Division. D Troop (headquarters and headquarters company) was located at Manderfeld with squadron headquarters. Also located there were E Troop with the self propelled howtizers and F Troop with seventeen tanks. Battery A, 820th Tank Destroyer Battalion had one platoon less two guns in Merischied, one platoon in Lanzerath, one platoon in Berterath and the remaining two guns in Roth. The 275th Armored Field Artillery Battalion was the direct support artillery for the Group and was located in firing positions around Manderfeld³. (see

http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en).



Figure 2: German Situation Map 16 December 1944

The 32nd Squadron was in the rear near Vielsalm for resting and refitting. It was Colonel Devine's intent to rotate the 18th and 32nd squadrons once the 32nd had finished refitting.

³ Editors Note: this deployment is unusual for a Cavalry squadron. At the time, as today, a Cavalry Squadron in the defense typically screens along a line to identify enemy activity, harass using indirect fire, and withdraw behind friendly forces in the event of an attack. The occupation of strongpoints for a deliberate defense was then and is today a non-doctrinal use of Cavalry. "Non-doctrinal" means in this case higher headquarters may or may not be satisfied with the eventual outcome, which would be obtained at a considerable cost in Cavalrymen.

The 32nd was commanded by Lieutenant Colonel Paul Ridge. Ridge was a Regular Army cavalry officer who had been commissioned in 1926 through the University of Illinois ROTC program. When the United States entered World War II he in the West Indies in charge of the Post Exchange System. He was recalled to the United States in 1944 and after attending refresher training had been made the Group Executive Officer after meeting up with the Group in France. He took command of the 32nd Squadron after Colonel Devine relieved the previous commander in September of 1944⁴. The Battle of the Bulge would be his first action in command. (see

http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en)

The German Attack

The German attack was planned to start by infiltrating American lines at 0400 in the morning of the 16th of December. The 14th Group would be attacked by the 3rd Parachute Division⁵ in the north and the 18th Volksgrenadier Division in the south. Heavy snow had fallen the night before the attack. The weather the morning of the attack was very thick fog and falling snow. The German forces struggled to move through the snow to bypass the men of the 14th Group. Unbeknownst to the men of the 14th Group, the Losheim Gap straddled the boundary between the 6th SS Panzer Army in the North and the 5th Panzer Army in the South. The 14th Group was sitting on the two main efforts for the German attack. (see

http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en)

At 0530 on the morning of December 16th a heavy bombardment fell around the positions of the 14th Group. While few men were killed, the bombardment destroyed many vehicles including prime movers for the anti-tank guns and served to alert the cavalry to the threat of the attack.

Captain John Walker's C Troop was attacked by elements of the 3rd Parachute Division, specifically two battalion task forces from the 8th and 9th Parachute Regiments. The 3rd Parachute Division had been engaged in heavy fighting around Dueren right up until the 11th of December. They were hastily pulled out of the line and moved to their assembly areas. The heavy weapons companies of the battalions did not reach their assembly areas until the evening of the 16th. Therefore the attacks went in with only the line companies which were each at roughly 75% strength. They moved along two axes of advance; the 9th along the route Berterath-Lanzerath- Honsfeld- Hopscheid, and the 8th along the route Kerwinkel- Manderfeld- Holzheim-Wereth. (see

<https://books.google.com/books?id=pmr1AgAAQBAJ&pg=PA26&lpg=PA26&dq=32nd+cavalr>

⁴ Editor's Note: Today it would be considered highly unusual for an officer to return from running a PX in the tropics to an operational assignment. Even after the retraining, one wonders how well prepared he was for the job. His re-assignment was no doubt due to the remarkably pressing manpower requirements of the European Theater of Operations. The Army would repeat the assignment of officers who had been primarily in staff positions to operational duties during the Surge in Iraq in 2007/8 and up until the end of the Surge in Afghanistan in 2012/13. The reader will observe this did not end well for LTC Ridge and the 14th Group.

⁵ Editor's Note: This Division saw heavy fighting outside St Lo in Normandy against the 29th, 30th, and 2nd US Army Divisions. It was largely destroyed in Falaise and had recently been rebuilt and reconstituted.

[y+reconnaissance+squadron&source=bl&ots=FL6Q4u68ku&sig=ACfU3U0cBDkkgJ4MJQ_n1oIUgy9uvKdoRw&hl=en&sa=X&ved=2ahUKEwigi9SijLHkAhWniOAKHbu1BgY4KBD0ATABegQIBxAB#v=onepage&q=32nd%20cavalry%20reconnaissance%20squadron&f=false\)](http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en)

To the north the German 9th Parachute Regiment ran into the Tank Destroyer platoon in Berterath. After a short fight the platoon had to withdraw. Due to loss of their prime movers, which were destroyed in the bombardment, they were not able to withdraw their guns. Their withdrawal opened up the route to Merschied and Lanzerath where the 99th Division was stationed. (see

[http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en\)](http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en)

In the middle in the town of Afst, C Troop's Technician 5th Class Hurley poured belt after belt of machine gun ammunition into the massed German attackers. He estimated that he alone killed 40 German Paratroops. However, so much ammunition was expended that he was forced to retire when it was not possible to resupply his position. Around noon he was ordered with his platoon to withdraw through Krewinkel to Manderfeld. In Krewinkel, C troop saw the follow on battalions of the 8th Parachute Regiment marching up the road abreast. They called for artillery fire from the 27th Field Artillery and then opened up with organic weapons and created a slaughter on the road. (see

[http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en\)](http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en)

A compelling eyewitness account from a member of C Troop:

The Germans opened up on us with a terrific artillery barrage at 5:30 a. m., and it lasted about an hour. We knew something was up so we were all set and waiting for the Germans. The German infantry attacked at dawn. We had a good field of fire, about 200 yards of it, and we just mowed those Germans down. Our position was in a small town. However, the Germans soon had us surrounded and we were running out of ammunition. The Germans were within 50 yards of us so my trench mortar wasn't any good to us. I transferred over to firing a machine gun. We fired our machine guns as little as possible to conserve ammunition and we called for help. However, reinforcements couldn't get to us and we were ordered to hold our positions, not to retreat an inch. My platoon was lucky in that we had no casualties except that the three artillery observers attached to us were either killed or wounded.

By 3 p.m. our situation became so desperate that we were ordered to pull out. All we had left of 3 armored cars and 7 jeeps was one armored car and 2 jeeps. A protecting artillery barrage was laid right around us. I drove one of the jeeps and believe it or not there were 13 other fellows besides myself who rode that jeep. We tore out of that little town like a bat out of hell. Snipers fired at us but only one fellow in my jeep was slightly wounded.

We retreated about four and a half miles to Manderfield, Belgium, where we joined up with what was left of our squadron. Then we went 8 or 9 miles farther back to Poteau, where we were ordered to hold that town. We were expecting the Germans to attack at

noon the following day but they surprised us and attacked at dawn. The Heinies had us cut off from help on three sides and they knocked out most of our vehicles. It was in Poteau that the 18th Cavalry squadron suffered heavy casualties. The troop I was in was certainly lucky. (<https://18thcavalryreconnaissancesquadron.wordpress.com/>)

Captain Stan Porsche's A Troop was attacked by elements of the 18th Volksgrenadier Division, specifically, the division Anti-Tank Battalion (1818th AT Battalion) reinforced with a company of pioneers and the division's bicycle mounted Reconnaissance Company. This task force attacked down the highway and ran into Stan Porsche at Roth. Porsche and his men held out until they ran out of ammunition and German assault guns rolled up to point blank range and started firing. Captain Porsche surrendered his unit at roughly 1300. The platoon in Kobschied was able to infiltrate out at nightfall by abandoning all their vehicles and heavy equipment. It is unclear if they fought again as an organized force. By nightfall, A Troop in Roth ceased to exist. (see

http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en and http://www.louisdimarco.com/doctrine_chapter_4.htm)

In response, the 18th Group mobilized their reserves. E and F Troop and launched counter attacks to relieve Troops A and C. Also, Colonel Devine called up the 32nd Squadron from their reserve position and had them move to Manderfeld. It was his intent to use them as a counter attack force, which accomplished little if anything. The net result of the counter attacks is that Roth was not relieved, the 18th Squadron was destroyed as a fighting force and the Squadron's remaining Troop, C Troop, withdrew from Kerwinkel toward Manderfeld around noon on the 16th.

In the early afternoon of the leading elements of the 32nd Squadron reached Manderfeld. Again, Colonel Devine deployed his forces in a deliberate defense instead of a doctrinal cavalry mission as follows. A Troop was divided with one platoon tasked with defending the area north of Manderfeld that had been vacated by the 820th Tank Destroyer Battalion, and the other two platoons southwest of Manderfeld (see <http://www.criba.be/fr/stories/detail/excerpts-from-memoirs-troops-b-32nd-cav-recc-squadron-71-1> for the memories of the A Troop Commander). B Troop was assigned as reserve in Andler (see

<http://www.battleofthebulgememories.be/stories26/us-army25/662-qbg-troop-32nd-cavalry-squadron-14th-cavalry-group.html> for details on the experience of B Troop). C Troop occupied Manderfeld. D Troop and squadron headquarters were moved to Heppenbach while E Troop was assigned to support C Troop in Manderfeld. It is unclear where F Troop's tanks were located but probably Manderfeld⁶. (see

⁶ Again, the deployment and missioning of the Squadron are "unusual", likely reflecting doctrinally inappropriate orders or the desperate nature of the situation. Then as today, Reconnaissance Squadrons are focused on reconnaissance and security operations, since the relatively light nature of their equipment makes the Squadron unsuitable for attacks and defense against a superior enemy.

The Group's Response

To regain the initiative, Colonel Devine ordered C Troop with E Troop attached to counter attack to the north and regain control of Lanzerath. He also ordered B Troop (probably with F Troop attached) to counterattack and retake Kerwinkel. As C and E Troop moved out they were hit in the flank by elements of the 3rd Parachute Division. In the unequal contest the 32nd troops held out for several hours before disintegrating. The remnants fell back to Manderfeld. To the south B (and likely F) Troop ran into the 18th Volksgrenadier Division and were similarly stopped and pushed back. As night was falling the town of Manderfeld was being encircled to the north and south. Reluctantly Colonel Devine gave the order to fall back to Heppenbach and Holzheim. To make matters worse, Lieutenant Colonel Ridge of the 32nd, in a nervous state, abandoned his command to "go in search of ammunition." Command of the 32nd devolved onto Major Kracke the squadron executive officer. Colonel Devine needed support from the 106th Division to hold the line. Therefore, he drove to St Vith to meet with Major General Alan Jones, the division commander, to request reinforcements. Major General Jones had committed his last available reserves to stop the German attack at Winterspelt. He was expecting Bruce Clarke early the next day to attack up the road to Roth⁷. It is unclear why he did not meet with Colonel Devine to tell him the plan and it is equally unclear why Colonel Devine wandered around the division headquarters until the next morning. Colonel Devine returned to his command post around 0800 on the morning of the 17th of December. (see http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en)

On the morning of the 17th of December the 14th Group still had fighting capability. The 18th Squadron was down to a reduced-strength E Troop of self propelled howitzers and a reduced-strength F Troop of light tanks. The 32nd Squadron was down to a reduced B Troop and remnants of E and F Troops. C troop had largely been destroyed in the counter attack to take Lanzerath and A Troop had been captured in the surrender of Holzheim. At 1000 there were reports of a German tanks at Ambleve. Colonel Devine ordered the 32nd Squadron to delay in zone to protect Vielsheim on an axis between Wallerode and Born. Colonel Devine then formed a reconnaissance party to scout the roads to Vielsheim.

Colonel Devine discovered that the route to Vielsheim was no longer open. His party was shot at and dispersed. He was slightly wounded and did not get back to his command post until 0300 the morning of the 18th of December. Exhausted, he turned over command of the 14th Group to Lieutenant Colonel Dugan, the Group executive officer, and then went to sleep for the next nine hours.

At midnight the 106th Division, in its death throes, ordered the 14th Group to attack and retake Born. It was an impossible order. Lieutenant Colonel Dugan asked for a delay that was granted. An hour later, the 14th Group received orders from Major General Middleton's VIII Corps requesting that the Group Commander go to Bastogne to meet with the Corps

⁷ In contrast to what had been told to Major General Jones, Brigadier General Clarke's Combat Command did not arrive until late in the afternoon of the 17th. By the time it showed up the 18th Volksgrenadier Division was advancing down the highway to St Vith and the 14th Cavalry Group was in retreat. Clarke made the decision to transition to a defense and not attempt a counter attack. His full command was not present until the evening of the 17th by which time the 14th Group had ceased to exist as a fighting force.

Commander. At this point, Colonel Devine was asleep and both commanders of the squadrons; Lieutenant Colonels Damon and Ridge were present. For reasons that are not clear today, Lieutenant Colonel Damon was selected to drive to Corps Headquarters and Colonel Devine was evacuated as a non-battle casualty later that morning. The 14th Group was now commanded by Lieutenant Colonel Dugan. (see

http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en)

Lieutenant Colonel Dugan began organizing his scratch force. The de-facto commander of the 32nd Squadron, Major Kracke, was ordered to bring whatever force he had from Vielsheim. Kracke duly put his force in motion but the road was filled with fleeing Americans headed east and they would not open the road for him to move west. Lieutenant Colonel Ridge showed up in the middle of the effort and ordered him back to Vielsheim. (Brigadier General Clarke had to actually fire at the retreating traffic to open up the road for his combat command). Simultaneously, Major Mayes, the S-3 of the 32nd Squadron organized the rest of the force at Poteau. However, he came to the realization that it was an impossible mission and retreated to Vielsheim after desultory skirmishing with German tanks. At 1300 on the 18th of December the 14th Group was transferred from the command of the 106th Infantry Division to the 7th Armored Division.

Conclusion

The 7th Armored Division ordered the 14th Group to reorganize as a consolidated Cavalry Reconnaissance Squadron. This reorganization was completed on the 19th of December under the command of Lieutenant Colonel Damon and it became the division reconnaissance squadron for the 7th Armored Division. Colonel Devine and Lieutenant Colonel Ridge were relieved of command. Lieutenant Colonel Dugan was later reassigned to command an infantry battalion in the 28th Infantry Division. Over the following months, the 14th Group would later be reconstituted under new leadership with forces drawn from the United States.

In the 24 hours between the morning of the 16th of December and the evening of the 18th of December the Group was destroyed as a fighting formation. A Troop of the 18th CRS was captured at Roth. C Troop was destroyed in the fighting withdrawal from Kerwinkel. A Troop of the 32nd CRS was captured at Holzheim. B Troop of the 18th CRS was later transferred man for man to the 7th Armored to make up the losses in their division reconnaissance squadron. The Group suffered a 28% loss in personnel and 35% loss in equipment. When headquarters soldiers are removed from the list, that 28% loss in personnel is probably greater than 50% losses in the line Troops. The equipment losses also are higher when only considering the line units. In addition, the loss of key leaders from mental fatigue was high with the Group Commander and a Squadron Commander both relieving themselves of command. However, as a result of their sacrifice, the 14th Group held up the German advance for 24-36 precious hours, thereby buying time for senior Allied leadership to develop an appreciation of the seriousness of the attack and begin to develop a response. (see

http://www.battleofthebulgememories.be/index.php?option=com_content&view=article&id=85%3Acavalry-in-the-gap&catid=1%3Abattle-of-the-bulge-us-army&Itemid=6&lang=en and http://www.louisdimarco.com/doctrine_chapter_4.htm)

Last Stand of A Troop

Conscripts

Scenario Design Eric Michael and Andy Goldin

N^

17
48
32

Victory locations are 48M6, 48N7, 48P4, 48P6, 48R2, 48R9, 48S5, 48U2 and 48U4. All ponds are clear level ground. All roads on map 10z are paved. Streams are gullies (water is frozen).

ROTH, BELGIUM: 16 December 1944. A Troop, 18th Mechanized Cavalry Squadron had been posted in Roth, Belgium for the last week with unusual orders. They had taken over the fighting positions of the 2nd Infantry Division in Losheim Gap with hold in place orders. As a mechanized cavalry troop they were not organized or equipped for this mission. To fill the bunkers and fighting positions, they dismounted their machine guns and crews from their Jeeps. But the good news was that intelligence from Army and Corps said that this would remain a quiet sector. Instead, the troop was rudely awakened at 0530 with a massive bombardment that demolished fighting positions and destroyed combat vehicles. As the bombardment lifted with dawn the men of the troop were surprised to find a mobile battalion of the 18th Volksgrenadier Division attacking their positions. They suddenly realized that they were in for the fight of their life. As men readied ammunition belts the forward observer made contact with the Group direct support artillery battalion, the 275th Armored Field Artillery. "Fire Mission, Enemy Tanks and Infantry in the Open, Over."

Victory Conditions: The Germans win by capturing six of the victory location buildings or by inflicting 30 CVP by the end of turn 7. The Americans win if they can inflict 45 CVPs. If both sides meet their victory conditions or if neither side does, it is a draw.

Balance: Change on board observer to offboard observer with radio. Remove one STGIIG(L) and one 5-4-8.
Optional Play Balance: See SSR 12.

Turn Record Chart

US Sets Up First	1	2	3	4	5	6	7	
Germans Move First								

US Forces:

A Troop, 18th Mechanized Cavalry Reconnaissance Squadron, 14th Mechanized Cavalry Group, 106th Infantry Division plus elements of the 820th Tank Destroyer Battalion [ELR 3] [SAN5]

Setup on or west of hexrow W on boards 17 and 48 and hexrow K on board 32, inclusive;

3-4-6: 5; 1-2-6 crew: 7; 9-1 (Cpt Stan Porsche); 9-1 Armor (Sgt Fiscus); MMG: 6; BZK: 4; 60mm Mtr: 1

.50CAL: 1; M8AC: 7 (see SSR Notes 4); M-5 ATG :2; 2-2-7: 2; On Board Obs / Radio 105MM scarce ammunition (8B/3R) (275 Arm FA / 14th Cav Group); 7-0: 1; Radio: 1; Trench: 4; 1+3+5 bunker: 2; Wire: 4

German Forces:

Elements of the 18th Volksgrenadier Infantry Division Mobile Battalion [ELR 4][SAN4].

Advance on from eastern edge or 32Y1 or 5Y10 on turn 1 & 2 in movement phase. (see SSR Note 6)

(18th Fusilier BN)

5-4-8: 9; 8-1, 8-0; LMG: 6; PSK: 2

(1st Company, 1818 Pioneer Battalion)

8-3-8 Assault Engineers: 3; 8-3-8 Pioneers: 3; 9-1; LMG: 1; FT: 1; DC: 2

(1818 PanzerJager Battalion)

STGIIIIGL: 7; STGIIIHL: 2

SSR:

1. EC are snow with mild breeze wind that is blowing due West at start. There is ground snow present and there is light snow falling. All water should be treated as open ground.
2. Any American unit starting the game in allowed terrain may start entrenched (B27).
3. American OBA may fire one mission / FFE of WP and two missions / FFE of Smoke
4. Americans may place a single vehicle in each trench and that vehicle will get the benefit of the trench against the initial bombardment. No M8 may be started inside of a building.

Aftermath:

In spite of repeated concentrations by the 275th FA Regiment and heroic efforts by the cavalry troopers, Roth was captured by the 18th Volksgrenadier Division Mobile Battalion at 1pm after A Troop had been surrounded and run out of ammunition. A Troop put up a memorable fight and the mobile battalion lost multiple assault guns and took heavy losses from the Fusilier Company and pioneer company. However it was to be the last fight of A Troop for the war. The cost to delay the German attack for a day was the entire company was destroyed with every man killed or captured. A subsequent counter attack by the squadron tank troop and reserve reconnaissance troop failed to take the strong point back. For the

<ol style="list-style-type: none"> 5. After setting up American forces and before the first turn, the German player conducts a bombardment (C1.8). 6. Initial German forces consist of the 9 STG III assault guns, all of which have schuetzen and whatever riders they carry. The Germans may not mix and match companies. Either they bring the Fusiliers on as riders or the Pioneers but not a mix of both. All other German forces enter on turn 2. 7. In playtest we found the initial bombardment to be a bit like playing roulette where sometimes the American's lost a key part of their defense (e.g. observer or ATG) and other times where they lost no units at all. For those players who would prefer not to play roulette we offer the following option. Ignore SSR 9 but remove one AC, Crew, MMG, HS and Bzk from the American order of battle. 	<p>mobile battalion, the road to St Vith was open.</p>
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------

After Action Report: *AP143 LATE FOR CHOW*

By Andy Goldin and Stephen Worrel

Prelude

My long time VASL buddy Steve happened to be in my area recently, so naturally we took advantage of the opportunity to play ASL! I proposed a couple of selections from the recent ASL Oktoberfest 2019 pack, and we selected AP143 "Late for Chow" by Pete Schelling. We chose that scenario because it looked pretty straightforward and playable in a single evening -- knew we had only one evening to play face-to-face and had to make the most of it. The scenario is infantry-only, has no overlays of cumbersome special rules, and uses well-known boards. I have played with bocage rules quite a bit and feel comfortable with them. All these aspects combined to make the scenario well suited for our purposes. I hastily set up my forces the evening before since I knew we would have to get started quickly upon his arrival. In hindsight I should have spent more time preparing my defense, or should have re-evaluated it more closely when I wasn't so jetlagged (I had returned from an overseas trip for work only the day before), but more on that later.

The Plan – American perspective

The terrain is comprised of the mostly open ground and in-season grain on Board 4 followed by hedgerow country on Board 54. Hedgerows are favorable to the defender for several reasons: 1) It's a +2 TEM; 2) the hedgerow acts as a 1 level obstacle and blocks same level LOS through it and 3) units can gain concealment counters at the end of their player turn provided the only LOS from an enemy unit is through the hedgerow. The only thing to watch for behind hedgerows, as a defender, is that a unit must claim wall advantage if there is no other terrain (which offers a TEM) in the hex, such as woods or building.

The German wins the scenario by either exiting at least 8 VP off the north board edge or by earning VP for units in one or more of the four buildings at the north edge of Board 54. Since exit conditions can be kind of tough to meet, I believed that building capture was the most likely and most dangerous course of action and oriented my defense with that as my primary consideration. I situated most of my force in the central and western parts of Board 4, believing that my opponent would make his main effort there. I considered briefly the possibility he would make an effort across the open ground in the east but believed I had adequate forces (a first line squad and the half squad with the 60mm mortar) to deal with that relatively unlikely situation. I focused my defense around the building in the center of Board 4, since it seemed like a natural intermediate objective to the victory buildings. The woods on the west side of the map I deemed suitable for the establishment of mutually supporting positions which could fire on the Germans as they enter. I set up a forward line of dummies to keep him guessing and declared myself ready for the attack. As you can probably imagine, the larger stacks are actual units with the Leader-First line squad-MMG combination.



Figure 3: My Setup. Objective buildings marked with the BOG counters. Tip: Don't use this setup

The plan – German Perspective

To me, the lack of HIP units made the assault on that flank a no brainer. A cursory count of MPs indicated the Germans could exit off that side of the board with a little to spare, but clearly prep fire would be a no-no. The huge grain field neatly separates the middle American units from that flank in that any shots would be subject to huge hindrance DRMs. I deployed a couple of half squads to annoy the American unit deployed close to the map edge (it turned out to be a dummy), or at least limit it to one -2 shot at the Germans streaming towards the map edge.

What happened – American Perspective

Steve quickly deduced my left flank was largely open and went right for it, as you can see from his setup in Figure 3. I soon realized my mistake. His plan left my units on my right out of contact and I could move them to my left without difficulty. That was the good news. The bad news was that the couple of squads on my left I was counting on to hold the line and buy me time didn't do much. The mortar didn't get rate, which was a disappointment. The first line squad managed to break a unit he moved across the open field but did little to slow the tide. Both squads soon broke under fire and my flank collapsed.

I had briefly managed to contain his attack by moving a leader-squad-MMG combination I had rushed to the stone building in 4X1, from where they setup a fire lane down the road, but they also broke.



Figure 4: Open Flank!

The situation at the end of Turn 3 looked pretty grim, with the German main body on Board 54 and positioning for the exit.



Figure 5: Situation on Turn 3

By Turn 3 I had managed to get another leader-1st line squad-MMG stack in place at 54R5 to control the street. That compelled Steve to keep moving to my left and removed building control as an option – not that he seriously considered it anyway.

Finally, on Turn 4, I had managed to establish a semblance of a continuous line and could place fire on the left most board edge. Good dice on the fire from the 5-4-6 in the building 54BB3 and supporting fire from the squads to its left and right of it stopped the German advance for turn by breaking the units maneuvering on it.

20



Figure 7: Defense is re-established but the Germans are making for the exit



Figure 8: Situation at the end of Turn 6

Figure 8 shows the situation at the end of Turn 6. The German units broken from the attempt on the building at 54BB3 have routed to the woods nearby. Meanwhile the decisive move was the exit of a squad at 54GG1. A second would have exited were it not for the leader-directed fire from a second line squad in CC1 which pinned it, thereby ensuring it wouldn't exit that turn.

Steve managed to rally the broken squads in 54DD5 and break my stack guarding the exit on a 10 + 4 shot, so that by the beginning of Turn 7, the pieces were in place for his run for the exit. At that point we knew it was just going to come down to the dice in my Defensive First Fire (DFF).



Figure 9: Game over, and a win for Steve

The climax of course was the dash for the exit. Three DFF shots at his exiting Germans did little to stop them, and Steve managed to exit a total of five 5-4-8s, accompanying SWs and two leaders, more than enough for the win.

What Happened – German Perspective

The first turn rush was very successful – the unit closest to the board was a dummy, and iirc the Germans managed to break the ineffectual mortar squad during AfPh, which relieved a lot of the pressure turn two. However, during his first turn Andy managed to get a MMG in position to lay a fire lane down the first road the Germans would have to cross. Two units had already made it across the road, and they more or less sauntered unmolested to the board edge where they exited after a short firefight with a reinforcing 546. One 548 was on the road. His attempt to put down smoke was met with a firm 1KIA and a nice fire lane. The pile of corpses and the prospect of more 2-2 shots dissuaded the Germans from crossing the road, so I contented myself with moving folks up to try to wrinkle out the Americans from the cluster of buildings at the map junction.

At this point, for the next three turns, Andy's luck deserted him entirely. His troops were kicked out of the buildings, every morale check resulted in an ELR and there was general sadness. Half the Germans continued their parade to the map edge whereas the other half kept up the pressure in the middle trying to keep the Americans from the other edge of the map from interfering.

All was going according to plan, until a resolute 546 near my exit point decided to stand and fight (until the end of the game!) which greatly reduced my prospective exit hexes. This brought to light the real disadvantage of this strategy in that the Germans can quickly be reduced to just a few non-suicidal exit hexes – like I was suddenly!.

Two of his reinforcing squads got behind some hedgerows further restricting the exit hexes and suddenly the strategy wasn't looking so hot. Then Andy finally got some well-deserved dice and a few Germans squads and a leader were suddenly headed the wrong way in disorder (the leader and one of the squads falling mortally afoul of the sniper). At this point minus some exceptional rally rolls it would take every MP available to get the requisite number of exit VPs off the board.

At the end game he had two squads and a 9-1 leader who could have made the exit in the three hexes in the corner of the map very problematic, but the aforementioned 10+4 shot broke both squads in my last DFF, leaving the 9-1 leader to yell and wave his colt 45 at the newly rallied (and in one case fanatic!) Germans as they streamed past for the win. As always, many thanks to Andy for a great game! I would second Andy's recommendation of the game – with two dedicated players this can be played in four hours or less.

After Action Review

I think it's clear I needed a better setup so that my left (the west board edge) wasn't so open. Using the hedgerows on Board 4 and putting a squad in the building in Y9 may have been better, although it would likely be a die-in-place mission for whomever I assigned the task due to the open ground across which they'd have to rout when broken. I positioned my MGs well and made good use of fire lanes, which necessitated Steve's move through terrain, which cost him time. Good dice on low FP attacks resulted in the Germans failing key MCs several times, keeping the game competitive. While that probably bought me a couple turns, it obviously it wasn't enough.

Highlights (or low-lights) included me consistently failing morale checks by ELR so that by the end of the game I had only one or two first line squads remaining, with the balance being 2nd line or green. One cool event was a fire attack by the Germans that triggered my sniper, which killed a leader and caused the broken squad stacked with him to fail an MC, reducing him down to a HS. My sniper did nothing else the whole game. With this being ASL, there's usually payback, as there was this time: a 'snake eyes' on a 2MC created a hero for him and caused the HS to become Fanatic.

That's not to take anything away from Steve. Steve moved fast and played well. He saw an opportunity, made a good plan, and executed. Solid play and taking advantage of what was offered him earn him the win! And it was great meeting a VASL buddy and getting a game in-person!

Lastly, I highly recommend the scenario, especially for beginning players. It's infantry-only, plays quickly, doesn't use much in the way of SSR, the Bocage rules are manageable and it appears to be well balanced. It's a great way to get started with ASL and bocage.

After Action Report: *BFP 84 KREIDA STATION*

By William Stoppel

Recently I had the opportunity to cross dice with Commissar Gorkowski once again. This time we played Bounding Fire's Kreida Station (BFP84); an excellent tournament sized scenario from the highly recommended Crucible of Steel module. KS is named after Kreida Station in Russia and features a mixed bag of Russians from the 81st Guards Rifle Division defending five factories/railway stations (on BFB board B) from the pesky Germans of the 19 Panzer Division (setup on board 43). The Russians have a mix of 14 squads (4-5-8 & 4-4-7) and 3 crews (2-2-8 and -1-2-7), 3 leaders (2 w/ -1), 4 MGs, a pair of light mortars, an ATR and a 45L AT gun. They are augmented with a roadblock, 2 trenches, 4 wire and 18 factors of mines. The Russians get to set up as if the Germans enter from offboard and also get 9 ?'s for dummies. Attacking this the Germans have 20 squads (5-4-8 & 4-6-7), as we did use the German balance as recommended from the Albany tourney. They are augmented by 6 leaders (3, w/ -1) a pair of crews with unemplaced 81mm mortars, 8 MGs, a pair of DCs and a pair of spiffy Marders.

As I setup I noticed Russkie's on the rooftops which I assumed were the 50mm mortars and a few concealed units or dummies in the three up front victory buildings. Having done some good recon I was hoping he would have lots of Reds in the forward buildings where my superior firepower could hopefully fix the defenders so I could either kill or break them and prevent them from slinking away to their respective Alamos (M7 and EE8). So I split my troops up with each group receiving roughly half the infantry and a Marder. I did weight my center/eastern force a bit because their objective as both a larger factory but also made of stone. To prepare for scouting the forward objectives I deployed as much as allowed pre-game and tried for 6 more deployments in my initial rally phase. Half squads are so good at finding minefields and dummy positions. The mortars went in the center to lay smoke in the street to negate what was an obvious HMG or MMG firelane planned from the EE8 building (hex DD7) with the goal to then smoke in his rooftop mortars. The Marders set up in motion to conduct an armor assault in the West and get on top of the hill in the East.

The execution wasn't as good as I had hoped as the Germans only ended up bringing 3 rounds of smoke. This was enough to mask my run across the street and get me into the forward buildings but left none for the final assaults. Time for scouting by half squad. They quickly discovered a 6 FP minefield in front of the P2 building but only a couple of squads. Most of the up front "defenders", including the rooftop units were dummies. The light mortars were behind a stone wall and in a trench. Tricky Russians! John and I traded some broken units, had a little bit of close combat but by the end of turn 2, I controlled the three up front victory buildings and was pushing to the back. We did have a nice close combat where my 1-1 got the kill and I picked up an extra LMG.

It was then that I fell into John's trap. My mortars both vectored in on his HMG/9-1 stack in DD7. So he moved it into EE7. Out of site of my mortars but able to see all of my launch points (Z4, AA4, BB3, DD4 and EE4) for my final attack. On the bright side I did get into position for the final assault and discovered his wire obstacles and where he probably had the rest of his mines (EE6 and DD6). On the downside his HMG had a couple of rate runs that included 3 straight shots of 5 w/ ROF results! About all I can say is at least my Germans rallied quickly.

I was also able to run my western flank Marder into the brush/wire hex of EE4. So he was outside the most often used HMG covered arc. And because these were the “good” Marders they have a nice 4 fp BMG which makes up for the lack of HE and smoke that my Marders came with.

In the center/eastern flank my infantry were able to approach the M7 building utilizing the mass of cover (hedges and buildings) and concealment (grain fields). Couple that with a hot sniper to break his mortar crew in the trench in Q7 and a little bit of timely infantry smoke and I was able to get a toe hold in the factory. What followed was a few turns of absolutely horrible shooting from both John and I as our 16, 20 and 30 fp shots had little to no effect on each other. The Russian AT gun (J8) also made an appearance when my flanking Marder came down from the hill, tried to shoot smoke (forgot to bring any) and then moved into to try for a smoke grenade. But with the spin and my motion the Russian shot missed. This allowed me to vbm sleaze the defenders in M7. I didn’t have a smoke grenade so I stayed and died in the hex to cc reaction fire. The Marder died a valiant death and soaked up the first fire to allow my infantry to throw smoke and assault move into M5. It was about this time that I noticed that instead of pairing a HMG with an MMG. I had placed like MGs together. So I ended up in M6 with a pair of HMGs and in R7 with the MMGs. It actually worked out well as I did get ROF a few times with the heavies and that served to motivate the Russians to pull back further into the factory.

This now devolved into meat and potatoes ASL; a little bit of fire with a lot of maneuver. Through some timely rallying on my part (coupled with stubbornness on the part of John’s to rally) and some timely breaks on John’s part my Germans were able to get into the M7 building in strength. This was where the strength of the 5-4-8/LMG combos with assault fire and a -1 leader really shine. We ended up with some close combats and me chasing John’s last unbroken 4-5-8 around the roof until he broke adjacent to my pinned guy.

But the other side in the little 4 hex wooden factory is where the fun really got going. I have already recounted the 9-1 HMG buzz saw who was able to keep my assault troops broken. This was balanced somewhat on the other side where a 4-5-8 w/ atr was squaring off against a couple of Kraut squads and a hero. The hero valiantly threw himself into the breach and my squads were able to gain the stone wall without breaking. This allowed me to turn John’s flank and get behind him to keep him from skulking with abandon. I also threw a scouting half squad out to verify the minefields and sent in 7-0 leaders with DCs. One died in the street in a hail of gunfire which must have impacted the explosives as they had no effect when placed. The end came as his battle hardened 9-2 broke in a hex with a berserk 4-5-8 and a fanatic 4-5-8. The 9-2 routed out and never made it back into the building. I was able to get enough squads and SMCs into melee with his above squads and killed them one at a time. It was a merry time in the melee but that is a story for another part of the newsletter. Suffice it to say that I was able to win the CC in the last half turn of the game for the victory. It doesn’t come much closer than that! I highly recommend this scenario and the Crucible of Steel pack.

Tuesday, December 31, 2019

DC Conscripts Ladder at the Close of 2019

Name	Rank (Matches Played)	Ladder Standing	
Stephen Frum	Mládshiy Serzhánt (5)	1	-
Craig Stark	Serzhánt (14)	2	-
Gary Fortenberry	Mládshiy Serzhánt (5)	3	-
John Gorkowski	Stárshiy Serzhánt (15)	4	-
John Stadick	Mládshiy Serzhánt (5)	5	-
Paul Washington	Mládshiy Serzhánt (7)	6	-
Bill Stoppel	Mládshiy Serzhánt (8)	7	-
Jim Mehl	Ryadovóy (2)	8	-
Jan Spoor	Serzhánt (11)	9	-
Jim Bishop	Ryadovóy (2)	10	-
Brian Scully	Serzhánt (12)	11	-
Matthew Chambers	Soldát (1)	12	-
Jason Sadler	Starshiná (21)	13	-
James Montgomery	Serzhánt (11)	14	-
Eric Groo	Efréytor (3)	15	-
David Ready	Mládshiy Serzhánt (9)	16	-
David Garvin	Polkóvnik (68)	17	-
Andy Goldin	Serzhánt (11)	18	-
Doug Bush	Mládshiy Serzhánt (9)	19	-
Thomas Ryan	Efréytor (3)	20	-
Scott Bricker	Ryadovóy (2)	21	-
Peter Courtney	Efréytor (3)	22	-
David Stoffey	Efréytor (3)	23	-
Will Thatcher	Ryadovóy (2)	24	-
Alan Saltzman	Soldát (1)	25	-
Eric Winter	Ryadovóy (2)	26	-
Bob Schaaf	Ryadovóy (2)	27	-
Stuart Rubin	Ryadovóy (2)	28	-
Ian Tuten	Efréytor (4)	29	-
Joe Fernandez	Soldát (1)	30	-
David Damrel	Soldát (1)	31	-
Dale Wetzelberger	Soldát (1)	32	-