

RED BANNER



Quarterly Fanzine of the Capital Area Advanced Squad Leader (ASL) Hobby Club

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Commissar's Call: *Back by Popular Demand*



It's been a while, but a fan made radio contact and drew a black chit so here we are with another issue of The Red Banner. Just so you know, this is not the first time, we do have readers who reach out to us with compliments – and complaints – about this esteemed periodical. So, feel free to contribute any time. Send me your articles, scenarios, musings, etc.

Conscripts' Chatter: *Human Wave 2027 Reverts to Previous Form*



Gary and Jim opted to take their never-before-seen-scenarios format to North Carolina for 2027. Ergo, the Conscripts are back in the business of cooking up a tournament for next year. In the months ahead, we may solicit your advice and opinions on how to proceed. No doubt, scenario selection will take center stage. So, feel free to sound off on which scenarios, or types of scenarios, you'd like to see. Sooner or later, this MMC will spawn a new leader!

Amazing ASL Lore: *More Prep Fire Success Stories*

The General Secretary knows that I love me some Prep Fire despite that phase's much maligned reputation. So, I wanted to share a recent success story to redeem "the fallen phase."

My Russians were counter attacking the Germans near Dubno in WO 22, The Cost of Non-Compliance. As you may recall, in that scenario there is one mid field hill topped by grain that provides an obvious position for emplacement of the German 105mm artillery piece. Since it sets up hidden (HIP) you don't know for sure if it's there. With that in mind, I set up my armor with the two KV tanks motionless and ready to – dare I say it – prep fire at that position while the rest of my tanks, all in motion at start, would close on that and other positions.

At first glance, given the penalties for firing at a concealed target and the chance of targeting an empty hex, this may seem crazy; but given the totality of the circumstances it worked well. So well in fact that my opponent, an erstwhile ASLOK champion, resigned after game turn 1, three times! Yes, we played game turn 1 three times and this approach worked – for different reasons – each time.

On the first attempt, I started with tank machine guns for two measly shots of 2+2 hoping for a roll of 4 to strip concealment and indeed got lucky. My main guns then followed up with Area Target Type shots, no longer penalized for concealment, and landed a 6+2 shot that broke the crew and pinned the medium machine gun in the same hex.

On my second attempt, my machine guns both missed, but one of the main guns scored a critical hit that obliterated the gun and crew.

On my third attempt, both of my machine guns and main guns missed; however, the still-living 105mm then pivoted to fire at oncoming T-34s. He missed. During the next player turn he fired at them again to score one hit but failed to penetrate their armor so, fearing my future prep fire and an imminent over run, he intensive fired and broke the 105!

Quite telling that this worked three times in a row. The pressure of two KVs prep firing while two T-34s closed created a "storm of many dice rolls" that made the unlikely possible. To be sure, the scenario did not have to end here; we could have gone on. But after losing two key assets (ART and MMG) with no corresponding loss to the attacker my opponent didn't have the will to carry on.

Scripts 9

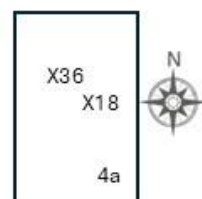
A Hill to Die On



Jandrain, Belgium, May 13, 1940: After a hard fight around Hannut on May 12, the German advance through central Belgium resumed. 3rd and 4th Panzer converged on the village of Jandrain where French dragoons and a squadron of Hotchkiss tanks defended a stout hill overlooking flat fields.

- Balance**
- ✖ Remove the French Armor Leader from play.
 - 🎯 Promote the French 8-1 leader to a 9-2.

Boards



- 🎯 French Sets Up First
- ✖ German Move First

Turns

1	2	3	4	5	6
✖					END

Victory: The Germans win at game end if there are no Good Order French MMC or mobile (D.7) French AFV in any hill hex.

Order of Battle



French: Elements of 3rd DLM, 1st Dragoons:

Set up anywhere on the hill mass. See SSRs 3 and 4.

ELR 3, SAN 3

Tank H39	9-1 Arm Ldr	4 ¹ -5-8	2-2-8	8-1	1-4-9	Radio	LMG	ATR	AT
6		4							25LL



German: Elements of 4th Panzer Division, 35th Panzer Regiment:

Enter on turn 1 along the southeast corner on and/or between I1-A6.

ELR 3, SAN 3

Tank Pz II A	Tank Pz III F	Tank Pz IVD	9-1 Arm Ldr	4 ² -6-8	8-1	LMG	ATR
4	3	2		6	2	2	

Special Rules:

- EC are moderate with no wind. Grain is plowed field (B15.6). All woods are brush (B12).
- Place overlays as follows: X36 on J14 and J15, X18 on G14 and H13.
- Hex J9 (only) contains a tower (B34) with a 2nd level location that is essentially at level 3 since the tower rises from a level 1 hill. The French hero must set up HIP in the 2nd level of this tower in possession of the radio which he can operate as a leader. He cannot move or advance out of the tower's 2nd level.
- French AFV can neither set up in nor enter a building/tower at any time, but they can bypass those obstacles as usual. French AFV can neither end their movement phase in motion (D2.4) nor make a motion attempt (D2.401).
- The French have one module of 75mm OBA with HE and Smoke.
- Vehicle crews never take counter form. If a rule would require that (abandonment, bail out, successful crew survival, etc.), immediately remove that crew from the game.

After Action:

French tank platoon commander Lieutenant Le Bel saw a fleet of panzers approaching from the south around 1pm. He fired his tank's 37mm short barrel gun dozens of times to score six hits that yielded at least one brew up and one immobilization. On the other side, Captain von Jungenfeld drove his tanks toward the water tower on the hill's southern slope where two French forward observers fought heroically before collapsing under a hail of bullets. Then a French tank ambushed Jungenfeld from behind to set his panzer on fire. A panzer IV tried to assist, but was also knocked out. More panzers and infantry pressed forward to finally sweep the hill clear of French defenders around 5pm. Jungenfeld later described the advance as "devilishly difficult."