

Report for *Pall Over Aachen* Playtest - Cary (Randy) Tyler vs. Bob Osipov

My Defense: I distribute my units as much as possible while retaining as much firegroup FP as I can. I have to place one squad in H5 to prevent Bob from crossing at I5 and entering the building. I want to minimize his chances to engage CC. He has almost a 2:1 advantage to me in the number of squads at start and his squads have 1½x FP of each of my squads.

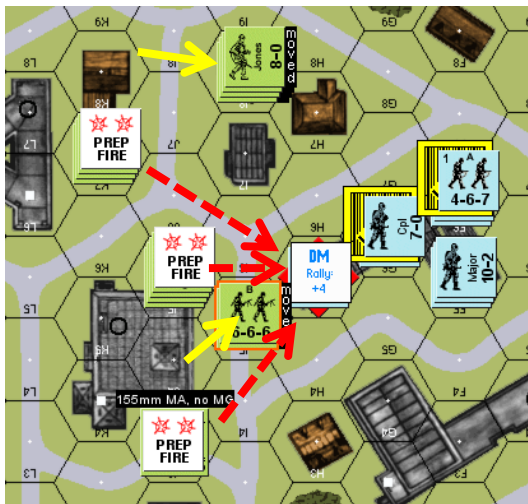
With the supposition that the US player will place his M112 unit to, initially, attack the best German leader, I will in future games place 10-2 leader in F6. I will also place the 2nd level 467 in G6 and put the 7-0 2nd level F5. This limits placement of M112 to J6 and the supply truck to K6 where the infantry squads in G6 can attack w/ 8IFT as firegroup with a better than 50% of 1MC result (can place supply truck in J7 w/o being targeted by Germans).

Fire Attack 

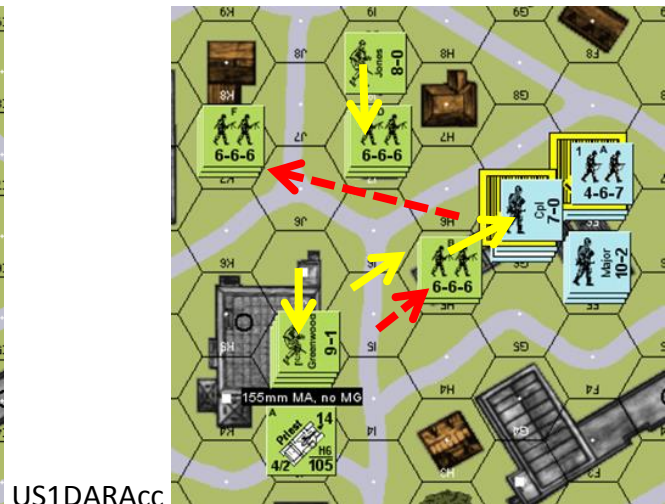
Movement 

US Turn 1

Bob used 2 stacks and the M112 to break the sqd in H5 then began his flanking maneuver with limited forces to I8. He moved 1 sqd to I5 blind spot adj to my broke sqd.



US1RPM



US1DARAcc

My defensive fire was limited to one shot at units in a wood building for no effect.

My sqd passed the MC his advancing sqds caused. My sqd then rout back to G6grd. He advanced two sqd into H5grd and two sqd into I7. He advanced his 9-1, 666, 666, MMG stack to J4 to get better shot at my 10-2 leader.

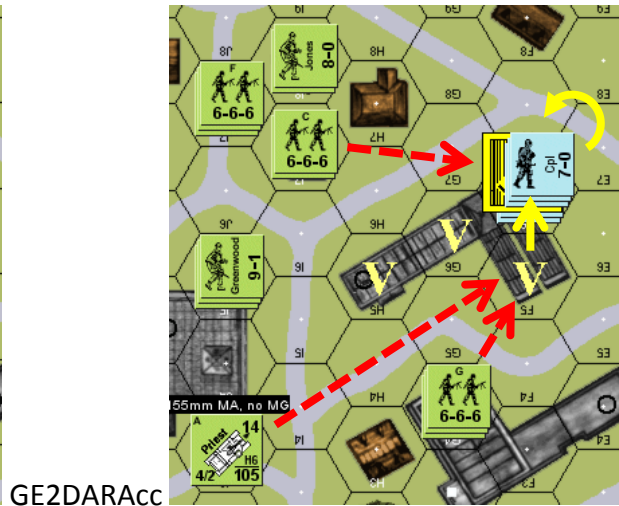
GE Turn 1

My first target is his sqds in I7. My attack from F6 breaks both squads. My 10-2 ldr stack forced a MC on his units in H5. His rolls were just over sqd morale. Lucky for me!

Bob rallies 1 sqd in J5. I have 2sqd, 2 HMG, and 7-0 Idr left. He has six GO sqd left and both Idr left. I PF at I7 for NE, then move to repossess the HMG in F5.



GE2RPM



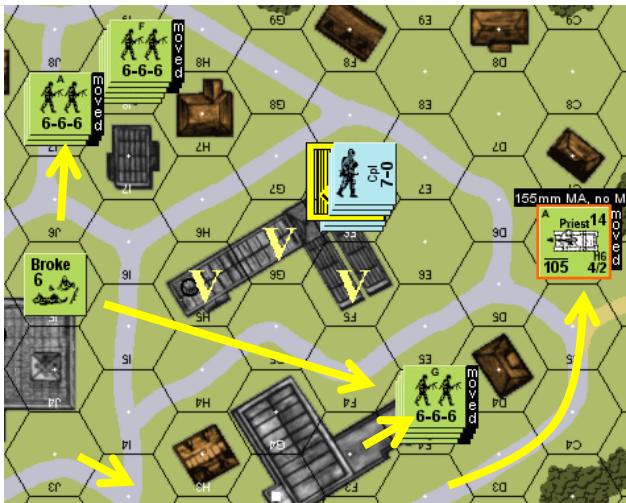
GE2DARAcc

Virtually all of Bob's DefF was OTM to affect me. Lucky for me!

I advanced sqd HMG in F6g to F6u and sqd HMG in F5 to F6g. Trying to use the building to shield my last units from the M12.

US Turn 3

Bob fails to rally Gomer Pyle and another sqd. No PF, straight to movement taking M12 to C6 and 9-1 Idr, 2 sqd & MMG to E4. Move GO unit from J5 to J7.



US3

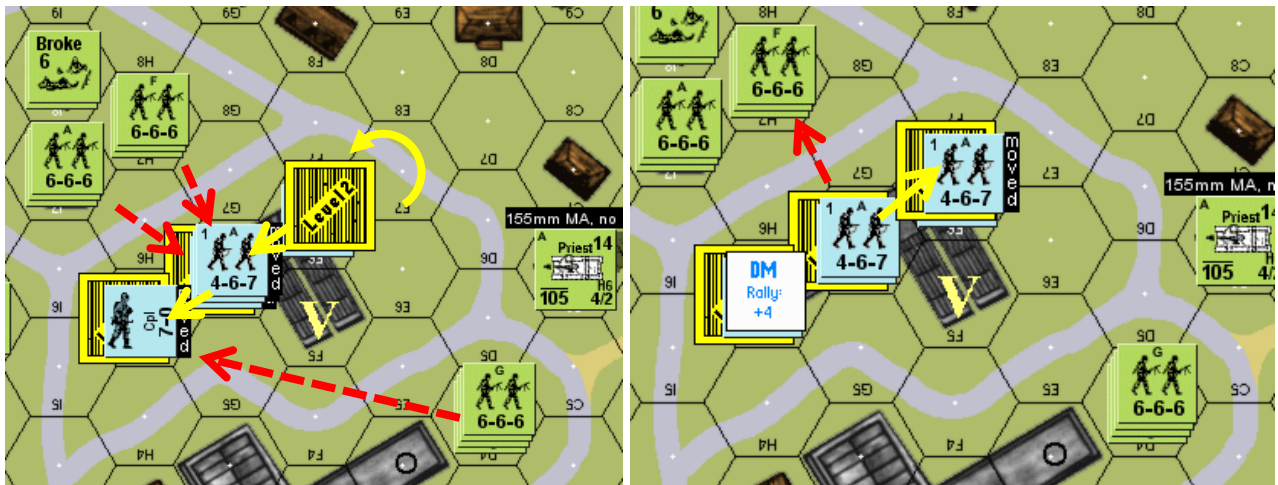


I have no DefF because I have no target, which I can affect.

During the advance phase he moves into position to attack with 24FP, 30FP (M12), and 16 FP (9-1).

GE Turn 3

He fails to rally unit in I8 (not that he really needs him). I had no PF so went to movement. Moved 7-0 ldr to H5u. Moved sqd HMG from F6u to G6u and moved the sqd (abandoned HMG) from F6g to G6u to try to concentrate fire.



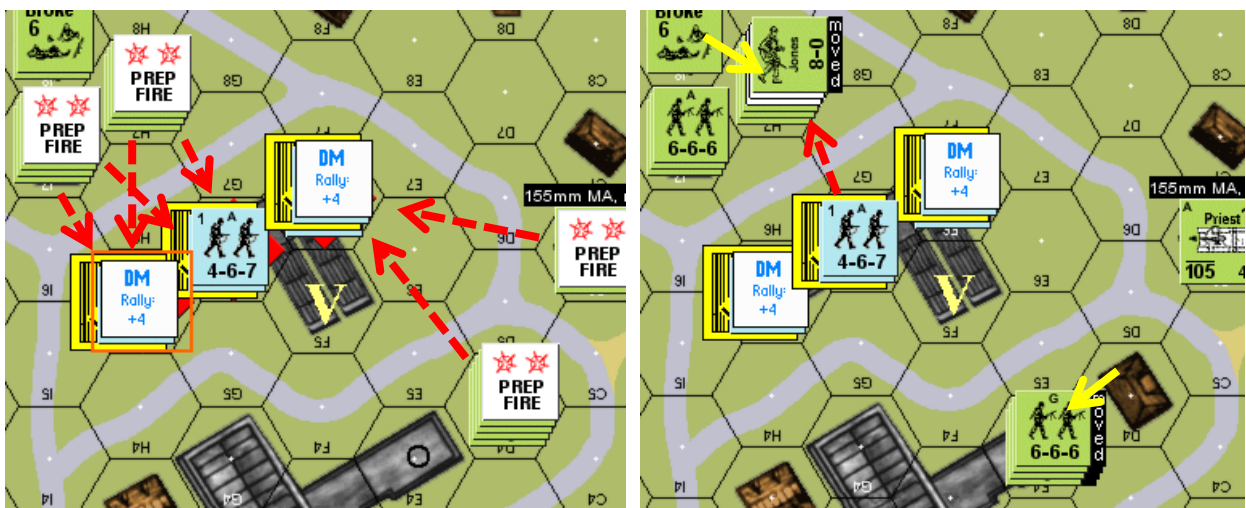
GE3

Bob's 9-1 stack broke my 7-0 leader. His 24FP firegroup failed to inflict MC on my units.

My AdvF is ineffective vs his stack in H7 wooden building. In Adv phase I made mistake to move a sqd back into line of fire of M12, dumb move.

US Turn 4

I failed to rally my leader. If he is lost and the two sqds are broken, I lose. Gomer in I8 refuses to fight again. The M12 causes sqd in F6 a 1MC which is passed. The 9-1 stack MC check breaks the sqd. His attack with 24FP at my sqd in G6 results in MC, which sqd passes. He uses the baz at 7-0 ldr with no morale checks but puts him back in DM.



US4

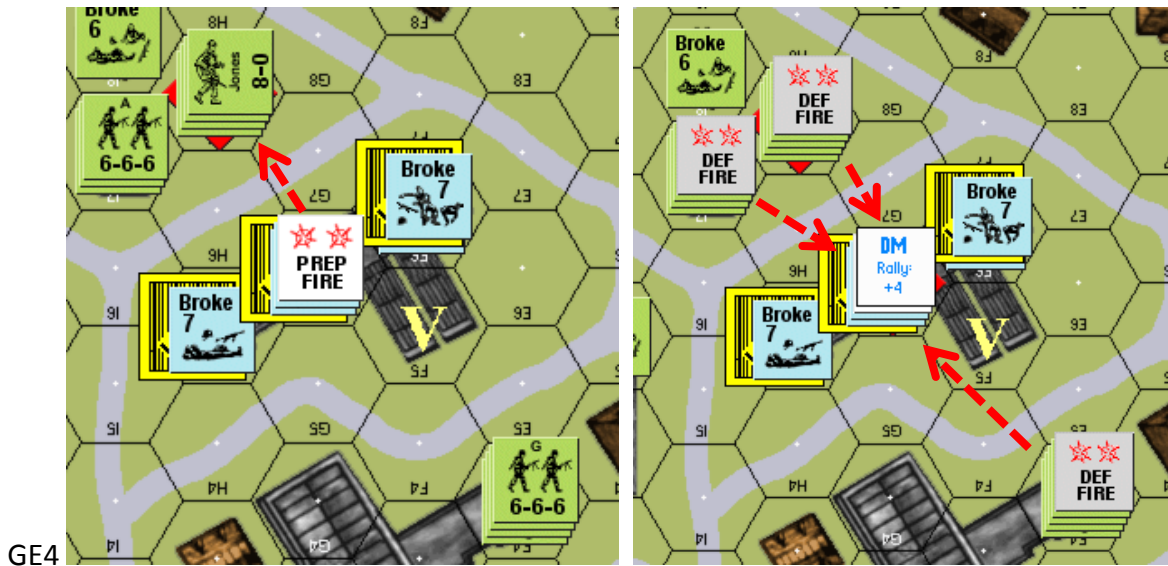
My 8IFT+2 attack at 2 sqds in wood building in H7 breaks both of his sqds, dropping his FP on that flank in half. I suspect he will adv D4 to E4 to get a DefF (16IFT+2) at G6 in my turn.

Bob adv 8-0 ldr to H7. He adv 9-1 stack to E4.

GE Turn 4

Bob rallied one sqd in H7. My prep fire was ineffective.

Bob's 1st Def Fire from E4 was 16+2 for a 1MC. Passed. (The drum roll gets a little louder.) His 2nd Def Fire from H7 & I7 is 16+3. The dice roll.....**TWO!** The only 2 Bob has rolled in the game (IIRC). 3MC on the IFT. (The drum roll gets louder and faster.) Will the squad pass the MC? The dice roll.....



EIGHT! (Drumroll stops. The horns blow, louder and louder! A 21-gun salute is fired in D.C. in his honor. He ***will not*** become the “1” in the German column of the US-GE win loss ratio 7:1[Bob Osipov]. Bob says, “I didn’t make history. Whew!”)

Lucky dice rolls allowed the Germans to last all four turns. Smoke is not really a factor in the game. The US can easily win without the smoke. The US has superior firepower with the infantry squads. The M12 fears nothing from the Germans and it is the big hammer with 30 FP on the IFT. A SSR that mandates the crew must be CE to fire the weapon would make the HMG and squad FP more effective against the M12. The suggestion that Case A on 33.31 be tripled for the M12 is excessive. Making one adjustment per playtest sequence will allow for better analysis of its effect.

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12-21-17

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Scenario Name: Pall Over Aachen		ID #: ?
Scenario Version: ?	Playtest Date: Dec, 2017	Time to Complete: Few hours
Allied Playtester: Bob Osipov		ELR: 3+
Axis Playtester: Cary (Randy) Tyler		ELR: 2
ELR is playtester's SL experience level. Generally, ≤ 30 games, 1; 31-60 games, 2; 61+ games, 3; 5+ tourney 3 rd place-winner, 4; 10+ Tourney Wins, 5		
Playtester submitting form: Cary (Randy) Tyler		Winning Side: Allied (American)
Category Ratings		
1 = Poor/Low, 5 = Great/High	Comments	
Fun	4	Most of the fun was to see if Bob would be the first US player to lose. 😊
Overall Balance	1	Favors Americans
Favors Allies	5	Favors Americans – M12 is a powerful hammer, no need for smoke
Favors Axis	1	Insufficient forces
Re-playability	2	To unbalanced
Clarity of - Boards	3	Average
- Victory Conditions	3	Simple
- Allied OOB	4	No need for bazookas either
- Axis OOB	2	Adding a couple of more squads and/or LMGs might help.
- Special Rules	2	Add SSR - Mandate the M12 must be CE to fire.
Describe any rules issues of the scenario: None		
Describe any tactical oversights of the scenario (is there a way to guarantee victory for one side?) There is really no way to stop the US from flanking G6 building from H7 and I7 approach.		
Was there any player confusion over the SL rules, which affected the playtest? No		
How can the designer improve the scenario? Guess we are working on this one.		
Please comment on the overall impression of the scenario: I think adding a squad to the German side and upgrading the 7-0 leader to a 8-0 status would be helpful to the Germans.		