# Wire And Routing

Description

At the recent Arnhem tournament there was a round-table discussion on Routing. One condition discussed was the effect of Wire on routing. I was not present at these discussions but I heard from one attendee about some remaining questions he had afterwards. I think they are very interesting and I had not considered the implications of these situations before. Letâs look at the situations, how we resolve them, and some broader implications of these questions.

Examples Considered In Arnhem
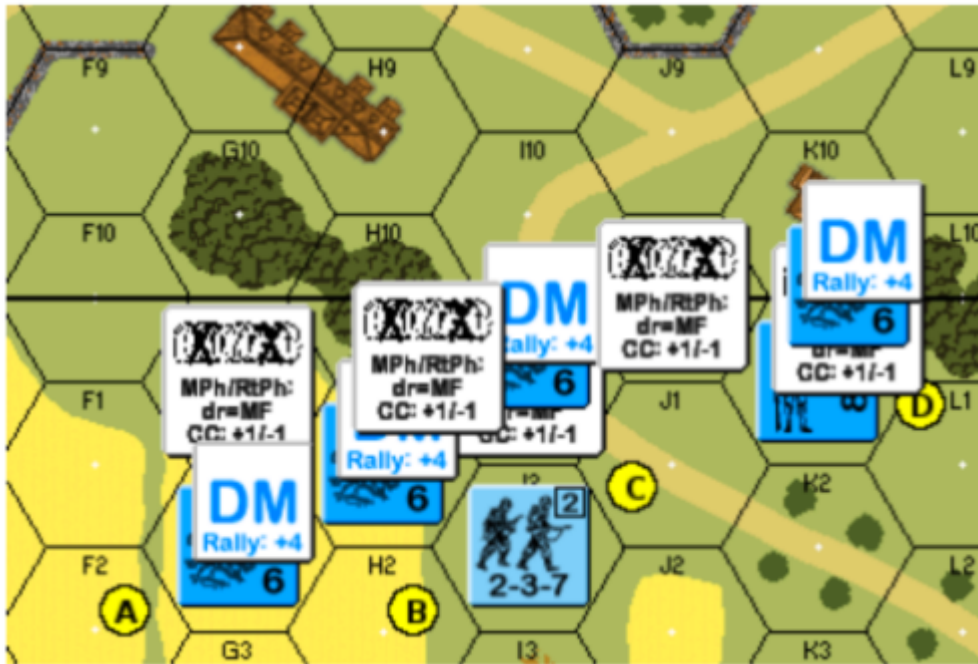
Squad C needs to rout because it is Adjacent to a Known Enemy Unit (KEU). Hex H10 is its non-ignorable, valid rout destination. Squad C must first make a Wire dr to determine how many MF it costs to get beneath the Wire. If it rolls ≤ 4 it can safely rout to H10. If it rolls a 5 or 6 however, it ends its RtPh Adjacent to a KEU and must Surrender unless No Quarter (NQ) were in effect. Eliminate the unit if NQ is in effect for Failure to Rout (B26.41). Some may think I10 a valid rout destination on a dr 5 but this is not the case (B26.41, A10.5).

Next Consider squad D. It is in Open Ground and Normal Range of a KEU. It must rout and has a non-ignorable, valid rout destination (K10/L10). If it rolls ≤ 4 on its Wire dr, it safely reaches either Location. Eliminate the unit for FTR if it rolls a 5 or 6 since it can no longer reach an allowable rout hex (B26.41). If there were a Fox Hole in K1, the unit could opt to move through the Foxhole and then into K10. If it rolls ≤ 5, it can safely enter the FH and remain broken in that Location even if it can no longer reach an allowable hex (B27.41). A roll of 6 eliminates the unit for being in the same Open Ground Location it began the RtPh in (A10.5).

Voluntary Rout

~~Consider squad D again, can the leader Voluntarily Rout with the unit? This question is less clear to me. Rule A10.711 says a non-berserk, non-pinned leader already stacked with a broken unit before it routs, may elect to rout with the broken unit even though he is unbroken.~~ Â

~~The word âstackâ is not defined in ASL. There are several precedents of units moving as âstackâ and spending separate MF totals when moving. Attacks against this Location affect each of the units with the same DR. If attacked in CC, they could combine to form one attack albeit with a significant disadvantage. All of this implies the units are âstackedâ.~~ Â

~~On the other side, units must share the same Wire status in order to benefit from a leaderâs movement bonus (A4.12). Results for a Small Arms attack apply the Final DR on a DRM basis. These imply the units are not âstackedâ.~~ Â

~~In the end, no formal definition of what a âstackâ is exists. "Stack" seems to apply on a case by case basis. What we definitely know is there is only one Location and leaders in the same Location may elect to Voluntarily rout with broken units in their Location. We also know there is no exception preventing this. While I am not sure this is the intent, I believe that as written, the leader CAN rout with the broken unit and would be subject to all the Interdiction rules.~~

Perry issued a Q&A on 18 September changing this whole section. Units must now share the same status to be "stacked". I am not sure if this results in errata. If so, keep an eye on the Debriefing article in upcoming Journals. The original Interdiction question remains. Â

Wire And Interdiction

Interdiction is another interesting case. The rule says Interdiction applies when a unit ENTERS an Open Ground hex with some exceptions (A10.53). A routing unit on Wire which rolls to get beneath the Wire is clearly not entering another Open Ground hex. However, I am not sure this was the intent.

Consider the case of foxhole (FH). A unit which pays one MF to exit a FH without combining this MF with the entrance cost of another Location is subject to Interdiction if applicable. This is distinctly different from A10.53âs *enters an Open Ground hex*â verbiage. Now, this is explicitly called out in the FH rules so it is clear when applied to FH.

It is also clear that the Wire exit dr MF expense cannot be combined with entrance costs for the next Location along the path. Taken as a whole, there is a contradiction here which is open for clarification.

Rules as written, I believe there is no Interdiction when rolling to get beneath a Wire obstacle. However, it wouldn't surprise me to see this changed in the future. Doing so would make it consistent with FH and consistency is a good thing. If such a clarification happens, routing the leader with squad D becomes perilous. A failed Interdiction MC by the routing unit eliminates any leader routing with it. Given the broken unit here has a 6 morale, routing with that MMC would be a significant risk if clarified in this manner. As it is today, there is no risk to the leader in this example.

A Broader Implication
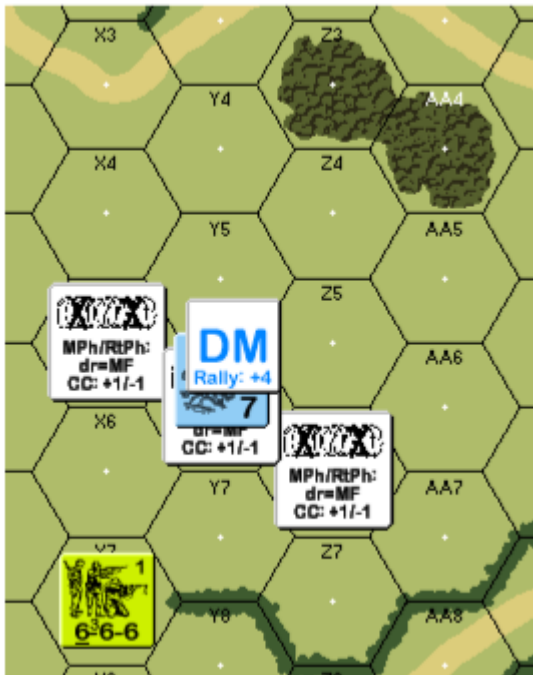
Refer to the image on the left. The broken German unit is in Open Ground and must rout. It has a non-ignorable, valid rout target (Z3/AA4). So what are its options? It could declare either Location as its rout destination and rout. First, it must make a Wire exit dr. If it rolls a 6, place the unit below the Wire and Eliminate it for FTR for ending its RtPh in the same Open Ground hex.

If it rolls a 3 through 5, place the unit beneath the Wire and continue to rout to its destination target. It would suffer Interdiction along the way.

Should the routing unit roll â‰¤ 2, it will reach the rout destination but it would be subject to Interdiction in those hexes it enters along the way. Keep your eyes open in case Q&A makes Interdiction possible on the exit dr.

The safest option here is to state the rout destination and declare Low Crawl. This avoids any Interdiction. Only a Wire exit dr of 6 will eliminate the unit for FTR.

A Moment Of Self Reflection

I have never considered the Implications of B26.41 before this. Proper application of this rule makes Wire more effective than I had previously thought. We have discussed Obstacles here before. I have a pretty in-depth [article on Fortifications and Obstacles](#) and B26.41â€™s implications still surprised me. The more I think about it, the more powerful Wire obstacles in Open Ground become. Breaking on the Wire is way more deadly than I had previously thought. This is definitely something I will have to consider in my future games.

Conclusion
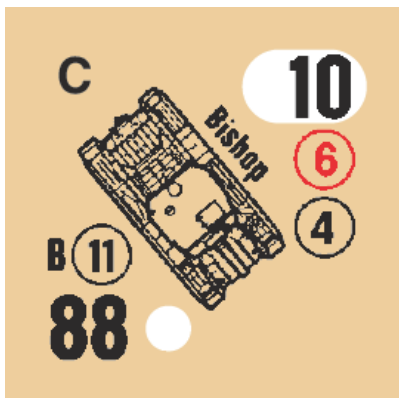
I wish I was able to get to Arnhem. I miss my European friends and the good times I had attending various European tournaments. Still, I got to spend some time with my grandson so it is hard to be too jealous of those playing ASL. My grandson is awesome and he and I get on great together. Spending time with Charlie eases my disappointment but it is still there.

I hope the routing discussion makes it into broader distribution. I took part in some of the pre-scenario generation phase but I did not see the finished product. If there is no better option, I will host the documents here on my site if the owner wishes. In the meantime, I hope you all have a good week.