Hello and welcome to the biggest (and hopefully best) issue of VFTT to date. I hope to maintain this size for the next couple of issues, and if I keep receiving a steady flow of material from you all, I should be able to carry on at this size for the foreseeable future.

I suppose I should apologise for being a little late with this issue. This has nothing to do with the increase in size, more with the fact that August is a busy personal month (the highlight of which is the Monsters of Rock festival at Donington Park), and ASL sometimes loses out to sex, drugs and rock 'n' roll :-)

Some of you are receiving this because you are interesting in attending Intensive Fire '96, full details of which can be found on page 9. Hopefully you will also be suitably impressed with VFTT and will subscribe (see Final Fire on page 12 for details). Current overseas readers should also check out the new subscription rates.

Even if you don't plan on attending Intensive Fire, I'd be grateful if you filled in the application form with your details for inclusion in A CALL TO ARMS, the register of UK ASL players which is featured on the back page of each issue of VFTT. Who knows, you might find an opponent you never knew of just down the street from you :-) A number of you have asked me for copies of the early VFTT scenarios. These lacked counter art and have a couple of small errors, and I hope to have them re-done in time for the Intensive Fire issue of VFTT (especially since the first scenario is being used for Intensive Fire :-) ).

While on the subject of scenarios, you will notice that this issue does not have any. This is because I do not have any which can be published (I have many from the InterNet ASL Mailing List but have not been granted permission to reprint them, for one reason or another). I don't expect any scenario to be extensively play-tested, but on the other hand I'm not looking for a souped up DYO scenario with semi-historical background added. And who knows, perhaps, like Andrew Saunders you too will end up with your work reprinted in Critical Hit or a future annual :-) As always, I'm still looking for articles of all types, particularly small tactical pieces such as those found in this issue. If you think you know more than the rest of us, share your knowledge with us.

Until next time, roll low and prosper.

Pete Phillipps

EMOTICONS

EMOTICON (noun): a figure created with keyboard characters and read with the head tilted to the left. They are used to convey the spirit in which a line of text is typed. Some of the most common emoticons are:

:-) humour or smiley
:-/ sad
:-/ writer is shocked or surprised
<;) grin

As an Internet user I use emoticons on a regular basis, and find they are very useful. Expect to see them in View From The Trenches.
This set of ten scenarios was developed by Chicago’s Windy City Wargamers for use in their ASL Open 96 tournament held last April. The scenario cards follow the traditional ASL format (in contrast to those in Critical Hit) and their visual appeal is much enhanced by the judicious use of colour. The picture in the top left hand corner of each card appears in full colour and the title and nationality symbols are also coloured. To the credit of the authors all the counter art is also correctly coloured, including such minor details as the red numbers for large target size and increased probability of ESB.

As these scenarios have been designed for tournament play they are relatively small, between five and seven turns in length, employing two boards or less, and with between eight and twenty-five units per side.

Despite the constraints on the size the scenarios manage to serve up a varied menu of delights. “Will To Fight... Eradicated” has heroic Poles defending the border village from Hitler’s bodyguard. “Scotch on the Rocks” sees the Highland Division go toe-to-toe with Army Group Africa a month before the final expulsion of the Germans from Tunisia. Both “Tigers at Merefa” and “Cat Becomes The Mouse” see Tiger ace Michael Wittmann in action, the former covering his first action in Tigers as his platoon shoots up a Russian column on the steppes, while the latter deals with the latter part of the battle at Villers-Bocage. “Abandon Ship!” has American paratroops retreating across board 24, but not too quickly, in the face of Panzer Lehr during the battle of the Bulge. “Los Ejercitos Nuevos” is a Spanish Civil War scenario, in which the gallant Republicans try to defend hill 526 (Board 36) from the evil Nationalists. “Eye of the Tiger” is an Eastern Front combined-arms free for all in August 1944. “The Last VC in Europe” has an Irish Guardsman hold off a Panzer Grenadier battalion while his platoon brews up! “Sweep Up” sees Russian ski troops harass German relief column on a winters night in 41. Finally, “Stand and Die” sees Chaing Kai-Shek and the elite of the Kuomintang defend Shanghai from Imperialist Japanese Marines.

The aesthetic appeal and the convenient size of these scenarios mean they are likely to see frequent play, and several could well become classics. Two of the four I have played so far have come down to a couple of DR on the last turn. They can be obtained for £8.50 from Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset. DT11 6AE. Make payments out to INTENSIVE FIRE.

Eventually, Neil hopes to make available all amateur ASL material through him. As you read this, Critical Hit are to ship Leatherneck Pack, a set of 13 scenarios featuring the USMC. All have been designed by Steve Swann and various other former US Marines, and cover actions ranging from the Matanikau River on Guadalcanal to the 6th Marine beachhead at Saipan in 1944. Most are tournament sized, although there are some monsters. They are priced £10, so expect to pay £8.50 once Neil gets copies in stock.

Critical Hit 5 is also expected to ship any time now, and Gembloux: The Feint is expected to ship in September. This is a scenario/newsletter pack along the lines of Jatkosota. Set in France in 1940, it includes colour overlays and mounted counters. The Critical Hit X-Mas Special is a scenario packed special issue with colour overlays which should be out by November (hopefully in time for Intensive Fire ’96).

The French ASL zine Tactiques has folded, although negotiations are in progress to try and revive it under a new publisher. These should be completed by September, when the situation should be a lot clearer. If the negotiations fail, current subscribers will be reimbursed based on the number of issues they have not received. Subscribers will also receive translated issues up to issue 9 regardless of how the negotiations go.

Monster Pack 1.1 is a pack containing 16 monster ASL scenarios (akin to the old SL scenario Operation Marston), including one scenario which represents the entire D-Day landing at Gold Beach. All have been researched using multiple sources, playtested, and offer a large degree of “Fog of War/
CONQUER TO CONTROL

Fritz Tichy

Since the problem of building Control comes up over and over again, I thought I would offer a small sample about the control mechanisms. Consider the building in the diagram below. No HIP is possible, and there are no cellars. The building is not Controlled by either side via SSR. No one has yet moved any unit into that building.

Player A moves an armed Good Order MMC into the building at Z6 then out of the building. This gives him Control of the complete building, although this does not actually include Control of any other hexes except Z6, since you have to physically occupy the ground level of that hex while no armed enemy ground unit is the same ground level hex or in an upper building level of that hex. Nor does it grant Control of any Location other than the ground level of Z6 (although not clear from the rules, this has been confirmed in the latest batch of Q&A, which can be found elsewhere in this issue).

Next, player A moves an armed ground unit via the stairwell in Y8 to the 1st level of Y7. Then he moves a leader into the ground level of Y7. He now Controls:

1) The building.
2) Hexes Y8, Z6.
3) Locations ground level Y8 and Z6, 1st level Y8 and Y7.

In his turn, player B moves an armed Good Order MMC into Y7, then Y8, up the stairwell to the 2nd level, and finally into the 2nd level of Y7.

What has changed? Coming in at the ground level of Y7, player B gains Control of that ground level Location, but not the hex (since there is an armed ground unit in the 1st level of Y7), thus leaving the hex Controlled by A. Then, by moving into the ground level of Y8, the Control of that hex changes from Player A to Player B as well as the Control of the ground level Location of Z8. By moving upstairs, B gains the control of the 1st and 2nd level Locations of Z8 and the 2nd level of Z7. However, hex Z7 remains under the Control of player A.

Now a second armed Good Order MMC moves to the ground level of Z8, then 1st level. During the APh this MMC advances into Z7 and eliminates Player A’s MMC in CC. Now if Player B’s MMC is eliminated as well, the Location Z7 1st level remains under Player A’s Control. If an armed Good Order MMC of B survives, Control will change to player B. In neither case will the hex Control change. Being sole occupant of the 1st level and 2nd level while no armed enemy ground unit is on ground level is not sufficient to wrestle the Control from player A’s hands.

Control of the building does not change either, since A still has a leader in the ground level of Z6. Player B did not manage to have an armed Good Order MMC in the building while no enemy unit was therein. The leader is sufficient to deny Control of the building.

Note that even if a player Controls all hexes and all Locations of that building except one which, for example, is occupied by a leader of his opponent, he would still not Control the building. This is very important, since once you gain Control of a building from your opponent, he has to completely get you out of that building to regain Control.

One should always mind the different requirements in personnel necessary to gain/deny control. You need an armed unit to deny. No special personnel unit, just any armed unit will do it. You need an armed Good Order MMC to get Control or mop up. A vehicle can temporarily Control the Location it is in (barraging the usual enemy armed unit in the same location), but loses that Control as soon as it leaves the hex to the previous Controller.

When cellars come in, things don’t become any more complicated just longer, and the interested can work out this for theirselves. Note that technically (taking the rules as they are written) a unit in a cellar Location does not prevent hex Control. This seems to be because the rules were written before cellars came into play. Case A12.152 is similar: “Search reveals all above-ground hexes.” This rule has an Q&A that includes cellars, so it seems reasonable to apply the same to hex Control. Cellars are OK for mapping up (that rule mention ‘buildings’ which certainly include cellars).

As far as Control of hex/pillbox/locations is concerned, this is explicitly ruled in B30.91: to Control the pillbox you have to actually enter that Location (IE the pillbox). As per the latest batch of Q&A (which can be found elsewhere in this issue), to gain Control of the hex, you must also Control the pillbox. Thus, if the pillbox is enemy Controlled, and you enter the hex, you will Control your Location, but he Controls the pillbox Location and the hex.

If you Control both the hex and the pillbox Location, and an enemy unit enters the pillbox Location (such as via a tunnel), he does not gain Control of the hex, since he only Controls the pillbox Location. In other words, once you Control the pillbox and the hex, your opponent has to get you out completely from both Locations before he can claim Control of the hex. If you leave the hex though he would automatically gain Control of the hex, since he is at ground level and therefore qualifies for hex Control (as per A26.11. I could not find a rule that says you must actually occupy the Location outside of the pillbox to Control the hex). If he leaves the pillbox (through the tunnel) you still Control the hex and the Location you are in, but not the pillbox Location.

So there you have it. I hope this makes things a lot clearer and helps resolve any problems you may have had. Now, if someone can just help with a problem I have gaining Control of some buildings in downtown Stalingrad...

Ω

Continued from page 2

kit the guys were carrying!

This one is a must for real WW2 enthusiasts. It retails at £20.00 plus postage and packing and all proceeds go to the Regimental Museum of the Kings Own Border Regiment. If you are interested in it contact me at 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE for details of how to order it.

Ω
A7.55 Is removing weapons from a FG considered the construction of a new FG? (EX: If a leader directs a FG consisting of squad A and MG during SDF, can the leader direct squad A without the MG during SDF?)
A. No. (Yes.)
A7.53 During Defensive First Fire a leader directs the fire of a stack of composed infantry units plus MG, the MG keeps ROF. Next the leader directs the MG during Defensive First Fire until ROF is exhausted. In this case, does each stack of the fire group use the same A7.55? (EX: may the leader direct the fire of the other units he directed originally again during Subsequent First Fire, Final Fire, and OPPF?)
A. No. (Yes.)
A7.81 Can a Leader that is pinned applied his leadership for other purposes than direction fire, e.g. clearance? Ambush? Concealment/growth?
A. No, pinned units cannot clear. No, add "unimpaired" in front of "Good Order" to A11.4. Yes, pin prior to prolonged concealment.
A8.26 & E3.1 Are LV Hindrances considered non-existent when determining the strength of Residual FP and the DRM of a Re-Unit?
A. Yes.
A8.3 If an Infantry unit fires either its inherent FP or a PW as if it were in an adjacent building hex, can the unit move later on as if it were in an adjacent building hex? (EX: the ground Location is Fortified with Good Armor and there is a 9-4 VIEW FROM THE TRENCHES)
A. No. (Yes.)
A12.14 & C1.22 If a Concealed stack containing dummy counters is attacked by Bombardment, are the dummy counters immediately destroyed? Yes. No. (No.)
A11 & G1.423 Is a leader allowed to conduct an Overrun attack? A leader is allowed to conduct an Overrun attack as long as he is in command of a MG and has a leader that is in command of a MG.
A. Yes.
A7.67 What about "hex" in this rule changed to "Location" (EX: if there is an enemy AFV in the ground level Location, can a unit advance into an upper level Location of that hex without taking a PTA?)
A. Yes.
A8.5 & Index A unit is on ground level ADJACENT to a unit on level 2 in an adjacent building hex?
A. No.
A12.3 Does the SS units in ASL Scenario 23 have an ELR of 4? Are they replaced by 2nd Line units? (IE Does OB-given ELR take precedence over this rule even without an SSR?)
A. Yes (A19.132). No, with two broken halves-squad. Yes, unless other squad types are present in the OB along with Combat-Engine (A25.12) Paratroops (A25.24) Paratroopers or in cases where the OB-given ELR applies only to the other squad types.
A14.31, A23.3 Can a unit place a DC in the Location where the DC placed would require a Minimum Move to enter?
A. No. A Minimum Move would put the unit placing.
A14.34 & D2.15 Can a unit use Minimum Move if it otherwise could have entered that same Location without using Minimum Move (IE: not using Road Rate, entering a higher level hex without using the ground level hex) in case of the 1/2 MM allotment?
A. Yes.
A14.34 A stack of units is moving together, can the different units in the stack perform different actions in their hex when simultaneously using one MF (IE: one unit attempts SMOKE placement, one unit recovers a SW, one unit DCs on an ADJACENT target?)
A. Yes.
A14.4 & A44.4 A stack of units is moving together. If the units wish to recover SW/Guns simultaneously as the same MF expenditure, may the player first roll for one unit before designating the recovery attempts of other units in the stack?
A. No, for each MF expenditure, he must designate all actions at the same time.
A24.2 & A23.3 May two or more units of a moving stack place DC on different ADJACENT targets as the same MF expenditure?
A. Yes.
A24.2 & A24.1 A stack of units is moving together. If the units wish to place SMOKE simultaneously as the same MF expenditure, may the player first roll for one unit before designating the placement attempts of other units in the stack? May the units attempt to place SMOKE in different Locations as the same MF expenditure?
A. No.
A24.2 Does D9.31 & D14.2 May one or more than one infantry stack move in different positions in the same (IE: using Pattrack Movement) or vehicles Assault Movement if several vehicles are using different ROF MG/Fire Subsequent First Fire with a weapon which has not fire(d)?
A. Yes.
A2.54 Must a Fire Lane attack be rolled even when the attack cannot get any result vs the moving enemy unit (EX: BU fully-armed AFV or an AFV receiving too much positive DRM to be able to get any effect?)
A. No.
A9.71 If a FG containing both a MG and an ATR rolls 2 weapons BR, is Ramsey’s AFV with 2 weapons BR that is malfunctioned, i.e. treating an AFV as MG for this rule?
A. Yes.
A7.52 & A9.8 Do all dismantled malfunctioned weapons have the same Repair Number as if they were not dismantled?
A. Yes.
A9.8 May a weapon, remain ROF (and thus not be marked with a Pre-Prep or First/First Fire counter) before it is (dis)marked?
A. Yes.
A10.5 Is a leader always an armed unit? An AFV without functioning weapons? A shocked AFV? An abandoned AFV? Are any “actions” which are involuntary and not listed in other is for the defender to wait until the stack gets into LOS of, or any units, except for the defender to wait until the stack gets into LOS of any other means (except detonation)?
A. “Searching will reveal, and Random Support Weapon Destru-
A. Yes. (Guards may transfer/abandon Prisoners only during MPh.)
A12.15 & E22.11 When a side successfully secures a Building by attacking in, does it become the owner of that Building? Of all Locations in that Building? Of the Building?
A. Yes. Yes. Yes. In line 13 of A12.15 add “all locations on the Building controlled are “secured”.
A12.2 & A13.3 What do you when a concealing stack may be a dummy stack moves into LOS of your HIP &/or Counter/For-
A. Yes. It reveals all Fortifications. A player during a player during a
A. Yes. (Yes.)
A10.51 This states that a broken unit can continue to rout out, or if it survives until the CCPh where it must attempt withdrawal?
A. No. Yes.
A10.51 A broken unit starts to rout toward the nearest building/woods hex, but during this rout the building/woods hex is not further from a Known enemy unit than its present hex. Can the broken unit now choose to ignore the building/woods? Or must it continue to rout toward that target?
A. No. It must continue (routting it is otherwise allowed to).
A10.53 & A28.21 Assume that No Quarter is not in effect. Is a broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry or group and unable to root away from it without being subject to Interdiction? Will the unit that oven to its prisoner instead.” Now, the page on A22.13 (the rout path example in the city) is in contradiction to A22.1 since the unit in A22.1 is ADJACENT to the enemy in 24, but it states that it may use Low Crawl or even rout normally through 13 with Interdiction. Question: Is the example in A20.1 incorrect only if No Quarter is in A20.21 Assume that No Quarter is not in effect. A broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry or group, but able to root away from it without being subject to Interdiction or resorting to Low Crawl. Can the unit choose to use Low Crawl (into Open Ground) or suffer Interdiction instead of choosing the “safe” rout path?”
A. Yes.
A20.21 Assume that No Quarter is not in effect and that a broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry or group, but able to root away from it without being subject to Interdiction or resorting to Low Crawl. Can the unit choose to use Low Crawl (into Open Ground) or suffer Interdiction instead of choosing the “safe” rout path?”
A. Yes.
A20.5 & A20.53 May Prisoners be abandoned during the MP?
A. No. Guards may transfer/abandon Prisoners only during RPS/FrPh.
A20.5 & A20.54 May an unarmed vehicle (EX: a jeep with the inherent driver) enter a Known enemy occupied hex?
A. Yes. No. (Yes.)
A23.3 & R23.9221 May a DC be placed “normally” against an
When a unit in an upper level Location is hit by A24.31 & C3.33 Breach?, ADJACENT Fortified Building Location that contains a Good Order A.

Does the side which did not last Control the building hex currently ing hex is determined (EX: at that time—ordinarily at game end—essentially). Is Control of the hex forfeited when such a counter is placed in WP , does it have to take the MC even though the WP counter is entered the Location the vehicle loses Control of the Location. When a wall is Breached by a DC, any units in the corre-

A. 12

As if the road did not exist. As if unwounded. An AFV with a printed B(11) suffers Ammo Shortage and is

An extra chit has to be drawn, and this extra chit is red

If the vehicle becomes a wreck as per C7.42? Can the Riders un-

Yes. (b) Is a unit without adjacent enemy units always controlled to have Wall Advantage (even over a Bocage hexside), unless the unit has been placed in-hex (B3.31) during that Turn? A. Yes

No; note though that a pillbox/its-contents may ordinarily be attacked actually quartered since the enemy units are not Known?

If the answer to (c) is ‘Yes’, does this mean that a unit at ground level can fire at the pillbox, thus gaining Control of the pillbox Location, while the friendly units are still in the hex. Does the friendly player then lose

No. Yes. Yes. Yes. Yes; all non-immune units not higher than the WP are attacked. A. Is a Pillbox Location ADJACENT to the ground level Lo-

Yes. (a) Is a weapon considered a “Gun” when in the act

As if the Observer's LOS and the opponent decides that the current Fire poses only. No. No.

May a lone SMC make an attempt to clear Flame, Wire, SMOKE?

Essentially. For cases involving the use of a Areas, Use the Invasion and SMOKE/Blaze; and Mild Breeze, when there are original SMOKE/Blaze when the wind changes to Mild Breeze; when there are original SMOKE/Blaze and Mild Breeze, and then which is present. If the vehicle leaves the Location or an armed enemy unit enters the Location the vehicle loses Control of the Location.


C6.5 A. Are units participating in a Human Wave or Banzi Charge required to enter an enemy occupied hex? No.

B8.42 Y es; there are original SMOKE/Blaze when the wind changes to Mild Breeze; when there are original SMOKE/Blaze and Mild Breeze, and then which is present. If the vehicle leaves the Location or an armed enemy unit enters the Location the vehicle loses Control of the Location.


If an AFV changes its TCA/VCA to fire. If an AFV changes its TCA/VCA to fire. Either is sufficient, as long as there is no armed enemy unit in the Location.

A24.6 12 If, due to failure of an Immobilization TC or Crew

When in an upper level Location is hit by WP , does it have to take the MC even though the WP counter is entered the Location the vehicle loses Control of the Location. When a wall is Breached by a DC, any units in the corre-

A. No, there note though that a pillbox/its-contents may ordinarily be attacked actually quartered since the enemy units are not Known?

May a lone Bulldozer attempt to clear Flame, Wire, SMOKE?

A. Is a Pillbox Location ADJACENT to the ground level Lo-

A. 32 & D. 32 A. vehicle fires its MA (only) during the MPs and keeps ROF. During its AFPS it fires one additional shot with its MA (only). This is the only possible way a vehicle (including its PR/C) can fire on both the MPs and the AFPS?

B23.711 A. Are non-mortar fire on the Area Target Type after it has fired on the Infantry or Vehicle Target Type and retained ROF? Or is it illegal since use of the Area target Type consumes all of that Gun’s ROF?

A. Yes. C4.8 If a vehicle has two (or more) Guns, do each of these Guns have to pay CASE A DRM for each hex they attack? A. No. No. No. No. Yes. Yes.

May a vehicle have a Targeted Area on a hex, which is not an original SMOKE/Blaze, when the wind changes to Mild Breeze; when there are original SMOKE/Blaze and Mild Breeze, and Mild Breeze, when there are original SMOKE/Blaze when the wind changes to Mild Breeze; when there are original SMOKE/Blaze and Mild Breeze, and then which is present. If the vehicle leaves the Location or an armed enemy unit enters the Location the vehicle loses Control of the Location.

Yes. (b) Is a unit without adjacent enemy units always controlled to have Wall Advantage (even over a Bocage hexside), unless the unit has been placed in-hex (B3.31) during that Turn? A. Yes

D2.31 If a vehicular weapon fires ICF or Canister vs the same Target in the same fire phase as last fired on, does it have to use the same Hex? A. No; it is a Gun (C3.22 & D3.12). D. 33 & 33 A. vehicle fires its MA (only) during the MPs and keeps ROF. During its AFPS it fires one additional shot with its MA (only). This is the only possible way a vehicle (including its PR/C) can fire on both the MPs and the AFPS?

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A. Yes; unless the Urbanity cases C3, these and the other SW exorcism (EXC: MG NA) would apply all the other cases? A. No; unless firing an AAMG with NT Gun, and a +2 Mounted Fire DRM would also apply if in an armored HT.

A24.4 l When defining SMOKE counters created when the sec-
tion/area and direction changes; when there are blazes, and Rain stops (E3.51), when a Blaze counter is placed during an ACF/CTP?

A. At start: ACFs. ACFs. ACFs. Next ACFs. A24.7 If SMOKE exists in the first level and higher of a buildinghex the additional MFPs to enter SMOKE apply to enter the ground level? A. No.

Is there a Pillbox Location ADJACENT to the ground level Lo-

Yes. (b) Is a unit without adjacent enemy units always controlled to have Wall Advantage (even over a Bocage hexside), unless the unit has been placed in-hex (B3.31) during that Turn? A. Yes

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A24.7 If SMOKE exists in the first level and higher of a building hex the additional MFPs to enter SMOKE apply to enter the ground level? A. No.

When a unit in an upper level Location is hit by WP , does it have to take the MC even though the WP counter is entered the Location (and all Locations above it)? A. Location and all Locations above it.

A23.3 When an upper level Location is hit by WP , does it have to take the MC even though the WP counter is entered the Location (and all Locations above it)? A. Location and all Locations above it.

A23.7 Does a Set DC which results in a Final KIA Robe the enemy in a building hex, or does it only robble its Location (and all Locations above it)?
BLASTEM ‘N’ BURNEM

Advice on using FT and DC

The InterNet ASL Mailing List recently saw a debate on the use of FT and DC, SW that are common in many street fighting scenarios. What follows is based on the various comments posted by some of the contributors to the list, as well as my own personal experience with these weapons.

FLAME-THROWERS

Players are sometimes reluctant to use a FT because they fear the X# which will remove such a potent weapon from the game. There are times when this is reasonable, because the threat a functioning FT poses can sometimes just be as effective as the actual use of the weapon. With a B# of 9, you’d expect to get an average of six shots out of a FT before it malfunctions, and bearing this in mind, unless there is a good reason to save a FT (EG you need to disable an enemy that is in Fortified Buildings), a FT should be used against any target that you would use regular fire at. Having said that, I’d still be wary of taking a shot with a FT just for the sake of it, or solely to strip concealment without a very good reason to do so.

Although the FT is a powerful weapon, the only drawback is getting within range. You rarely seem to be able to take out the enemy’s killer stack with a FT because that stack is usually powerful enough to have taken out the FT bearer before he has a chance to fire. However, if you force the enemy back as soon as you get in range and he leaves only a HS or 2 to block you movement, then the FT has done its job by default. Being concealed is obviously the ideal way to bring a FT bearer into action, which will go some way to reducing the effect of the -1 DRM a unit possessing a FT suffers.

Any time you do have a specific target in mind for a FT (such as a Fortified Location, or apibloxx), it is generally a good idea to keep the FT out of the front line until you are actually approaching the intended target, so as to minimise the amount of Defensive Fire the FT is subject to.

FT tend to be given to an elite MMC, usually a squad. Giving them to a HS or a crew makes sure the burden of the -1 IFT DRM isn’t shared too widely, but if it suffers a K result it’s gone and the FT has to be recovered. Crews have the advantage that they can self rally, thus reducing the effect of a failed MCC to a degree. Giving them to leaders, particularly -0 leaders, is sometimes

9-6

VIEW FROM THE TRENCHES
a valid tactic, but leaders are usually more useful rallying troops than carrying a FT and leading an assault. This tends to be an option more for the Germans, who tend to have a lot of leaders, or the Japanese, where rallying is less of a concern. The advantage of using a leader is that is allows you some extra MF for getting them into place for an AFPh shot and/or Assault Moving whereas a MMC might have to non-assault move (out of a gully into a building, for example).

There is also the question of whether to move FT-armed units first or last. Moving them first tends to draw a lot of the enemy Defensive First Fire, allowing other units to approach unmolested, but moving them last tends to minimise the amount of fire thrown at them. Another benefit of this tactic is that if the enemy holds his fire to get the FT, he’s not shooting at any of the other units that are moving towards him.

**DEMOLITION CHARGES**

DCs are often unjusted feared, since in practice they are usually very difficult to place. If the target is too small to prevent you from placing the DC, then you could probably just fire right across it. If the target is large enough to really warrant the DC, then it’ll be tough to get adjacent to place it. Whether much SMOKE or TEM the placing unit has, the enemy always seems to manage a MC, which is promptly failed, resulting in a failed placement attempt.

One good use, is to inflict casualties on a stack that is already neutralised. Just place a DC into a hex with an all-pinned stack that has already SFF'd or, even better, a stack of broken units.

Apart from an FT, there is probably nothing that can draw fire like a unit about to place a DC. This makes DCs useful both as a tool in which to threaten an enemy position as well as for actual attacks. If your opponent pays too much attention to the DC, you may well be able to get another squad to get into position. Remember the goal is to dislodge a well placed enemy, and at the end of the day it doesn’t really matter the job is achieved by the DC or some other squad which was able to move into position as the enemy concentrated on the DC.

As with FTs, nothing beats an SMC for delivering DC, since they allow you to assault move and place without the need to become CX. The downside of course is the obvious danger you place a leader in the process.

Throwing a DC can be very effective, and can often catch an opponent unaware. For example, place the DC with a concealed HS, assault move adjacent to the enemy, and throw the DC in during the AFPh. Although not as effective as placing a DC, the initial Defensive Fire is reduced to to your concealment, and this can make all the difference between surviving and breaking.

One defensive tactic to consider is to place an (ideally HIP) HS in the upper level of a building, and dropping the DC on a stack that passes by. For example, a unit one level one of a stone building suffers a 30FP attack with a +3 TEM for the building and a further +3 for the Thrown DC, while the enemy suffers a 30FP attack with modifiers for FFMO/FFNAM and +2 for the Thrown DC. the attack also leaves 6 Residual FP (30FP, halved for Residual FP, and reduced by 2 columns for the Thrown DRM). This can be particularly deadly if you are adjacent to a hex the enemy must enter, such as a stairwell or a bridge.

In the case where the scenario gives you a decent chance of actually using a DC, the scenario layout and progression will determine whether or not you can “sacrifice” a squad (or HS) and whether or not it is actually feasible given the VC and terrain.

**WORKING TOGETHER**

FT and DC tend to work well as a team. They are particularly good for penetrating Fortified Locations. The FT is Prep Fired to break the Defenders, then a DC unit moves ADJACENT (placing SMOKE first if possible) and places the DC.

A variation on this is particularly effective for breaching thru rowhouse black bars or internal factory walls in Red Barricades. The DC is placed against the black bar/factory wall so as to create a Breach (this also has the effect of causing an Area Fire attack on units on the other side of the black bar/ factory wall) and then the FT fires thru the Breach at any targets in the Location. The units can then advance into CC to finish off the survivors. The tactic is even more effective if the DC plaer starts concealed. Although placing a DC normally results in concealment LOS, LOS does not extend thru black bars or factory walls, so the placer can retain concealment.

**CONCLUSION**

I’ll end with a thought; is there anything more to fear than an elite 448 Japanese MMC with a FT or DC who starts moving towards you in non-Open Ground!

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MORTARS
Bill Durrant

With a little thought and preparation (and a fair sized chunk of good fortune) light mortars can be scenario winners. Personally, I relish finding them in my Order of Battle, and am very wary when facing them. 1/2" (counter size) mortars of ≤ 60mm are defined as Support Weapons and thus, have no Covered Arc and can be affected by leadership modifiers. By their nature they are fairly bulky to haul around the mapboard but can be carried dismantled. Remember that if the possessing unit is stacked with a leader throughout the movement phase, that leader can assist to carry the mortar by adding his 1 IPC to that of the squads. For this reason it is rarely worth instigating double time with IPC to that of the squads. For this reason it can assist to carry the mortar by adding his 1 throughout the movement phase, that leader leadership modifiers. By their nature they are bulky to haul around the mapboard but have no Covered Arc and can be affected by leadership modifiers. By their nature they are defined as Support Weapons and thus, are not long in coming as acquisition is easy. The fact that range potential of Mortars is critical. They should be positioned to cover as many woods hexes as possible. Setting them up in Brush allows HIP, where applicable, but offers no cover once they are revealed. Woods give obvious cover but if your opponent is lucky enough to have a mortar or two you could end up getting a taste of your own medicine. The same applies to setting up behind walls and hedgerows.

My preference is to place mortars in foxholes. If no foxholes are available at scenario start and our mortars are unlikely to see action in the first turn or two, it is sometimes worth the risk of placing them in open ground and attempting to entrench. However, make sure there is some easily accessible cover close by should these attempts fail.

Another advantage of mortars is their high Rate of Fire. This will be 2 or 3 whatever nationality you’re representing. Mortars must obtain a hit before attempting to inflict any damage and as Indirect Fire weapons the To Hit number is found under Area Target Type. However, with a good ROF, hits are not long in coming as acquisition is gained very quickly. Remember that with Area Target Type you can only acquire a hex (rather than a target) and this can sometimes be frustrating as enemy units jump from hex to hex to avoid your acquisition. The fact that light mortars can be bore sighted gives some way to countering this tactic.

Other rarely used benefits of mortars are fire versus AFVs (conducted the same way as OBA - but not to be relied upon for results) and Spotted Fire. Mortars can fire at units not in their LOS as long as a pre-designated spotter, who is adjacent to the mortar, has a LOS to the target. Obviously the DRM for spotted fire is increased but it does keep your hardware out of harms way. Bear in mind that range potential of Mortars is unique as they have a minimum as well as a maximum range.

Also, bear in mind that a mortar set up HIP and out of LOS of any enemy units, which fires when directed by an HIP observer doesn’t lose HIP status. Check the A12.121 table, under the “none in LOS” column. No matter if it is Emplaced or unemplaced, in concealment terrain or not (the latter does not seem applicable here since the unit is HIP), it will lose HIP only when one of the cases listed in “F” applies - firing not being one of them. Nor does the spotter lose HIP either, since spotting is an explicit exception of case “C” loss of “?”/HIP.

Probably the greatest threat posed by the mortar is that of the Critical Hit. Any DR of 2 during the TH process causes a CH. In this case, instead of the IFT value of the mortar being halved for Area Fire, it is doubled. Furthermore any positive TEM is reversed. Thus, what you would normally expect to be a 2IFT attack on a stone building at +3 TEM can become a 12IFT attack at -3 TEM (if using a 50mm mortar). If you then had a DR of 3 on the IFT resolution a non critical hit would result in a Pin Task Check, but a critical hit would result in a 3KIA. Are light mortars sounding more appealing? If the dice roll true then you only need 36 TH attempts before obtaining a critical hit. Indeed, you have just as much chance of obtaining CH as you do of malfunctioning the mortar (although I seem to malfunction them far more times than I get CHs - well, allow me one moan about luck per article).

Thus, a well dug in mortar, rolling ROF a few times in a row (with perhaps a critical hit thrown in), raining shells down on woods terrain can be a pretty formidable weapon. I’ve seen them turn scenarios and demoralise opponents (myself included). And what to do when you’re faced with these monsters? Keep on the move, don’t play in the woods, and fire on the possessing units - even a Pin result will make it more difficult for them to hit you.

I recommend that anyone wishing to read an in depth mathematical study on mortar fire, with reference to specific nationalities, should study Robert Medrow’s excellent article “Another Shell In The Tube” featured in the AXL Annual ‘89.
INTENSIVE FIRE '96

INTENSIVE FIRE '96 is an Advanced Squad Leader Convention which is being held at the Royal Military College of Science at Shrivenham (near Swindon) over the period 15th-17th November 96. The Royal Military College of Science (RMCS) traces its origins back to 1772 with the founding of the Military Society of Woolwich. Since 1984, it has been a faculty of the Cranfield Institute of Technology and offers many graduate, post graduate and career development courses.

The aim of the Convention is to provide ASL players with a venue and opponents for both competitive and friendly face-to-face (FTF) play. This is the second INTENSIVE FIRE and after last year’s great success, when more than 60 gamers attended, it is hoped that this year will finally put the UK firmly on the ASL scene.

In addition to the wargaming planned for the weekend we are able to offer visits to a number of displays at RMCS that are of both a historical and wargaming interest. These displays include visits to the College’s AFV Hangars, the Small Arms Armoury and the Artillery Sheds. The visits will all take place on the afternoon of Friday 15th November 96. Players should arrange to arrive by 1300 hours on Friday to ensure that none of the events are missed. Timings are provided elsewhere as a guideline.

THE CONVENTION

This year players will be able to choose how they wish to participate in INTENSIVE FIRE. There will basically be 3 choices: the Fireteam competition, the mini-campaign game, or friendly play.

In the Fireteam competition players will be put into teams of 3 players with each team having to play 3 matches over the course of the weekend. In each match Fireteam players will be able to freely choose from a selection of 3 scenarios which are graded for ease of play; so there will be something for all player abilities. Points will be gained for each Fireteam by the game results and there will be a winning team announced at around 1500 hours on Friday to ensure that none of the events are missed. Timings are provided elsewhere as a guideline.

PROGRAMME OF EVENTS

15 Nov 96
0830 All players arrive at RMCS
1345 Assemble for visits at Whitworth Centre foyer
1400 Group A to AFV Hangars
Group B to Armoury
Group C to Artillery Sheds
1500 Group A to Armoury
Group B to Artillery Sheds
Group C to AFV Hangars
1600 Group A to Artillery Sheds
Group B to AFV Hangars
Group C to Armoury
1710 Convention Briefing at Whitworth Centre
1900 Rally Phase in Roberts Hall Bar

16 Nov 96
0830 Convention Hall opens
0900 Tournament Match 1 starts
1500 Tournament Match 2 starts
17 Nov 96
0900 Tournament Match 3 starts
1400 Tournament competition ends
1500 Tournament Presentations
1800 Convention Champion presentation
1830 Close
hours on Sunday afternoon. Players are strongly encouraged to participate in the Fireteam Competition. Do not feel that it will be beyond your capabilities - the scenarios have been chosen to allow players of all abilities to participate in full.

For those players feeling a little more adventurous and with a desire to lock horns in a titanic struggle there will be a mini-campaign game available for which the organisers will endeavour to match you with an opponent for the weekend. This is especially for those of you who might not normally be able to participate in this type of game due to your personal circumstances.

Finally, for participants who might not be available for the whole of the weekend we suggest you come along anyway and the chances are high that you will be able to pick up a friendly game during your stay.

THE FIRETEAM COMPETITION

The Fireteams will differ from last year’s format, in that Fireteams will now be of 3 players and on the application form attached you will find you have the opportunity to request who the other members of your Fireteam will be. Whilst the organisers cannot guarantee that your Fireteam will consist of the players you nominate every effort will be made to place each individual in the team of their choice. Players from abroad or players new to the hobby may not be in a position to nominate other team members. This is not a cause for concern; the organisers will finalise the teams on the Friday evening and will post a list on the notice board at the Convention Centre.

Each Fireteam will play 3 matches over the course of the weekend. In the matches each member of the team has a choice of selecting one of 3 scenarios to play. These should come to the Convention prepared to play (i.e. with all necessary boards, overlays and full orders of battle for both sides). At the start of the match Fireteam Leaders will attempt to match their team members with players of the opposition who wish to play the same scenario. Once paired with an opponent the normal method of selecting sides and using the scenario balance is applied (A26.5).

In the event of two players being paired together for a match where each selected a different scenario to play, the scenario that is played is the lower numbered of the two. For example if two players are to play each other in Round 3 and one of the players wishes to play ToT18 The Aller Waltz and the other player wishes to play A29 A Meeting of Patrols then they must play A Meeting of Patrols (number 1 on the list). match up, as best we can, players abilities. Players will be told before their arrival at the Convention which CG they will be playing and which side they will be playing. They should therefore be able to arrive ready to start the first scenario in order to save time. Do ensure to note on the application form any preference for Axis or Allies in the CG you have expressed an interest in playing.

FRIENDLY FIRE

Players who prefer not to participate in the competitive arena will have an area of the Convention Centre set aside for pick-up games. Should players wish to play more adventurous scenarios or scenarios from other theatres or campaign games this would be the area to use.

Also available for play will be a set of 'Fog of War' scenarios designed by Philippe Leonard and Pedro Ramis. Each player knows his Order of Battle and victory conditions but not those of his opponent. They are set in France 1940 and the Ardennes 1944, and require the British, French, German and Partisan counters.

An Opponents Wanted noticeboard will be set up in a prominent position in the Convention Centre. Players should note that all items of playing equipment required for friendly games must be brought to the Convention.

CAMPAIGN GAME OPTIONS

1. Tiger Hunt - a mini-CG from TOT 2, in which SS and Tigers try to halt the British opening the road to Ostenholtz. British vs. German. Board St.
2. Platoon Leader - the CG system from Critical Hit, Inc. Half a dozen different actions are available to choose from. Various opponents. Boards and overlays.
3. The Bridge at Chenenceux - a CG from KGP II, which sees the US 82nd Airborne attempt to eliminate Peiper's bridgehead. American vs. German. Board Ch.

DISPLAYS

It is anticipated that there will be a number of displays and stands at the Convention this year. There will be demonstration figure games being played by the Army Wargaming Association and there will also be the opportunity to purchase a number of ASL related products from home and abroad. So, bring your cheque books and prepare the wife!

COSTS

Entry to INTENSIVE FIRE is free to members of THE CRUSADERS, players under 16, OAPs, and the unemployed. There is a £5 entry fee for other players.
Food and accommodation is available at the Officers Mess at RMCS. Full accommodation requirements should be entered on the Application Form.

Full room and board is available at a cost of £38 per day. Accommodation is £12 per night, with breakfast costing £5, lunch £10, and dinner £12. If individual meal requirements are less then the prices will be adjusted down accordingly. Thus, players requiring accommodation for Friday and Saturday night, dinner on Friday evening, three meals on Saturday, and breakfast on Sunday will need to pay a total of £67.

A £10 deposit is required from all players, as is any entry fee which must be paid. Players wishing to purchase the convention tee-shirt featuring the logo on page 9 must pay an additional £10. Cheques and Money Orders should be made payable to ‘Intensive Fire’.

WHERE THE HELL IS SHRIVENHAM?

For those of you who are not too sure where Shrivenham is located the map should help. The nearest railway station is Swindon and it is recommended that people attending the Convention by this method of transport take a taxi from the railway station to Shrivenham as the rural bus service is irregular.

DRESS

The Officers Mess has certain standards of dress for people wishing to use the public rooms and dining facilities. Dress in the dining room for breakfast and lunch is smart trousers with a jumper. Dress for evening meals is a shirt, with a collar, tie and a suitable sports jacket (no leather jackets). It is NOT permitted to wear denim jeans in the dining room or public bar areas.

APPLICATION FORM

An Application Form is enclosed with this issue for those wishing to attend the Convention. It would be appreciated if the Form could be completed in as much detail as possible.

SECURITY

The Convention is being allowed to use facilities belonging to the Ministry of Defence. All persons wishing to participate in the Convention must have given prior notice of their attendance using the attached Application Form by 1st October 1996. When on camp players are free to walk around the barracks but are respectfully asked to enter only the Mess or Convention buildings, unless being escorted by a MOD Policeman or a member of the Armed Forces. All vehicles must display at all times the car pass that will be issued on arrival and vehicles must only be parked in officially designated car parking areas. If we wish to use these facilities again then adherence to these simple rules will ensure we are welcomed back next year.

THE CRUSADERS

The British ASL Association

After the great success of INTENSIVE FIRE '95, held at the Royal Military College of Science in November 1995, it is now time for ASL players in the UK to become more of an organised force. To this ends it has been suggested that an ASL Players’ Association should be formed. This idea has been mentioned to many of you and, overall, the feedback has been favourable. The proposal therefore is this:

The British ASL Players’ Association, THE CRUSADERS, will form with the aim of promoting the playing of Advanced Squad Leader and all of its modules and variants. The Association will be formed of members from the wargaming community of the UK and possibly abroad; should players from other countries be interested. Members of the Association will pay an annual membership fee. For this fee they will get:

1. Free entrance to INTENSIVE FIRE.
2. An annual subscription to View from the Trenches - the UK ASL Newsletter containing all the latest news and views of the ASL hobby from around the World and an exclusive THE CRUSADERS Report in every issue.
3. Membership of a British-based AREA Rating System. Submit your results and see your rating grow or fall dependant on your success. For every game result that you submit you will get a reply with your new player rating. The rating system used will be the same as that used by the AREA system in the USA enabling you to compare yourself directly with the real grognards of the hobby over in the States. [Please note that the AREA rating system is not mandatory for games between Association members. It is there purely to add to your enjoyment of the game and if "increasing your points score" is not for you then you do not have to participate in this system.]
4. A 10% discount on all third party ASL products brought from the Association.
5. A forum in which all players can air their opinions on the state of the hobby and life in general!!!

THE CRUSADERS aims also to raise the visibility of ASL within the general wargaming community. We want ASL players to be present and counted at some of the big wargaming conventions that occur within the UK and we want to encourage new and younger players to the wargaming table. This

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N. Quinn, 25 Haywood, Bracknell, Berks, RG12 7WQ
Dominic McGrath, 59 Upper Village Road, Sunninghill, Berks, SL5 7AF
Steve Crowley, 38 Peartree Road, Maidstone, Kent, ME14 4DZ
Paul Kettlewell, 15 Wollensker, Watermered, Aylesbury, Bucks., HP9 1PH
Andy Ralls, 11 Edridge Close, Bushey, Watford, Bucks., WD2 3PF
Nick Edelsten, 22 Wey Lane, Chesham, Bucks., HP5 1JH
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN
Jeff Hawarden, 9 Laburnum Road, Helmshore, Rossendale, Lancs., BB4 4LF
Aaron Sibley, 13 St Paul’s Close, Swanscombe, Dartford, Kent

A CALL TO ARMS

That’s all for this issue. Hope you enjoyed it. Even better, contribute. Write an article. Design a scenario. Share your ASL experiences with others. VFTT allows you to communicate with other ASLers. Don’t be a silent voice.

Expect issue 10 in early October.

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