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IN THIS ISSUE

PREP FIRE

100! Who would have thought that when I started VFTT back in 1995 that it would still be going 22 years and 100 issues later! Whether or not it will reach issue 200 is another matter. As you can see there’s a grave lack of ASL-related material in this issue of VFTT, mainly caused by the lack of material being sent to me :-( And without new material new issues will be difficult to produce :-(

At least there are two new scenarios in this issue to entertain you. ‘V26 Those Bloody Paraboys’ is from a series of scenarios that Alan Hume is designing based on the actions of the 15th (Scottish) Infantry Division, which he is hoping to release as a pack at some point in the future, with all proceeds going to charity. If you would like to help him with playtesting let me know and I’ll put you in touch with him.

“Til next issue, roll Low and Prosper.

Pete Phillipps

Cover: The cover of British 70s war comic Battle Picture Weekly and Valiant, cover dated 23 July 1977. The design was used for the t-shirt at HEROES 2017.

VIEW FROM THE TRENCHES is the quad-monthly British ASL journal. All comments are welcome. 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.

Issue 101 should be out at the beginning of August 2017.

VFTT costs £2.00 per issue (overseas £4.00), with a year’s subscription costing £5.00 (overseas £10.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers should check their address label to see when their subscription ends. You can also download VFTT free from the VFTT web site.

Back issue are now out of print but can be downloaded for free from:
http://www.vftt.co.uk/vfttpdfs.asp

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THE ASL MAILING LIST
The ASL Mailing List is devoted to discussion of Advanced Squad Leader, and is run by Paul Ferretti via a listserv program at the University of Pittsburgh. To subscribe go to:
http://lists.aslml.net/listinfo.cgi/aslml-aslml.net.

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UK STOCKISTS OF THIRD PARTY PRODUCTS
To purchase other third party products such as Critical Hit, Schwerpunkt, Bounding Fire Products, or Heat of Battle contact any of the following shops.

LEISURE GAMES, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327, e-mail them at shop@leisuregames.com or go to www.leisuregames.com.

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535, e-mail them at sales@secondchancegames.com, or go to www.secondchancegames.com.

PLAN 9, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at plan9@iib.co.uk.

BATTLEQUEST GAMES, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to www.battlequestgames.com.

If you know of other shops stocking third party ASL products let me know so I can include them here in future issues.
**MMP SUPPLEMENT MAPS**

MMP will be releasing a Supplemental Map Bundle, which will include a copy of every mapboard released since the original Map Bundle. This includes 53-77 (mapboard 77 is slated for release in ASL Journal 13), 10z and 17z, p, q, r and s, and 1a/b-9a/b. Other than the forthcoming mapboard 77, these have been released in a range of other products including Action Packs 4-12, the eight Winter Offensive Bonus Packs, Special Ops #5, Beyond the Beaches and ASLSK Expansion Pack #1, many of which are now out of print. It is currently available to pre-order for $120, and is expected to retail for $160. Work on the planned Overlay Bundle is still continuing; no release date is currently scheduled.

**BOUNDING FIRE REPRINTS**

Bounding Fire have announced reprints of Blood and Jungle and Crucible of Steel. Both will include errata incorporated, and there will probably be a number of scenario tweaks. Blood and Jungle contains 47 scenarios, 4 countersheets, 2 mapboards and a magazine, while Crucible of Steel contains 32 scenarios, 2 countersheets, 6 mapboards and a magazine. Each will be available for $110 ($125 for non-uS orders) from Bounding Fire – prices include shipping. It should be available early in May.

**MARCH MADNESS**

The Kansas City ASL Club and Encircled Productions have announced the release of the ASL March Madness 2017 Hollis Pack. It contains nine historical scenarios plus a non-historical one which takes place on the included map of the Hollis Center where the club meets. It is available for $18 by contacting dmareske@gmail.com.

**THE MOUSE MAP**

Broken Ground Design have released an ASL mouse pad which features an ASL map on it. Four scenarios which are played on the mappad are also shipped with it. It is available for $13.00 from http://www.brokenground.design.
The latest HEROES tournament took place over the weekend of Thursday 2nd to Sunday 5th March, although there were quite a few people in attendance by Wednesday evening. The hotel was fully booked about a week before hand, and a number of people who made last minute decisions to attend found themselves having to book a room in the hotel around the corner – so the moral of the story is BOOK EARLY for 2018 :-)

The main tournament took place over Friday to Sunday, with one round on Friday, two on Saturday and Sunday. Prior to the event there was some uncertainty as to the number of people who would be taking part in the main tournament, and I provisionally made arrangements for having an additional round on Friday. In the end 17 players took part, so the two lowest rated players (Ray Porter and Nick Ranson) played a preliminary round match, with the winner (Ray Porter) proceeding into the first round. As it was Alan Hume decided to drop out of the main tournament to concentrate on playtesting after losing his first round match so Nick took his place.

The final was between Ian Morris and Simon Stanisforth, with Ian grabbing victory as the French in a game of ‘A104 In Front of the Storm’. At the other end, John Martin as the French in a game of ‘a104 In Front of the Storm’. at the other end, John Martin

As usual there were a large number of friendly games played throughout the weekend, with Martin Meyers and Sam Prior playing the Pegasus Bridge CG, although they only managed to get through the Night CG dates by the end of the weekend. Martin Vicca, Steve Cook, Gareth Evans and Ian Ainsworth spent a couple of days playing the large scenario on the winterised Kampfgruppe Scherer map, before moving to one of the scenarios from CH’s Devil’s Domain module.

HEROES 2018 will take place from Thursday 1 to Sunday 4 March.

The Scenarios

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Tony Short

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The Crusaders
Open ASL Tournament
Heroes 2017 update
The London ASL tournament “Double One” is set for the weekend of June 22nd to 25th, returning to the regular venue, Writtle College.

Double One’s college venue offers excellent value for money bed and breakfast accommodation, large gaming rooms, open for extended gaming times across the whole weekend, and is located close to Chelmsford, Essex, with easy access to London via a 40 minute main rail link, the M25, and Stansted international airport.

The weekend
The tournament starts on the Thursday evening with a curry evening at the college. The gaming room opens at 8.30am on Friday 23rd June. We will be running several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon. On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating. Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website in early 2017.

The venue
The tournament’s venue will be the Writtle Room, Writtle College, Lordships Road, Writtle, Chelmsford, Essex CM1 3RR - www.writtle.ac.uk. Room opening times are 8.30am – midnight Friday, 8am-midnight Saturday, and 8am-3.00pm Sunday (prize giving circa 2.30pm)

The venue is less than 2 miles outside Chelmsford and is easily accessible:
- By car - the college is less than 15 miles from both junction 28 of the M25 and junction 7 of the M11.
- By train - Chelmsford station has a regular direct service on the London Liverpool Street line. Free pick ups and travel between the station and college can be arranged with the organisers.
- By plane - London Stansted airport is less than 30 minutes from the venue, and for those flying into Stansted, free pick ups and transportation can again be arranged with the organisers.

Participants intending to stay overnight should book their B&B accommodation directly with the college (£30.00 plus VAT per person per night). Contact the organisers for a booking form and T&Cs. Further information can be obtained by contacting the college (phone +44 (0) 1245 424200 ext 25645)

The college has a licensed bar which will be open during the weekend. Sandwiches and snacks will also be available. Writtle village is a very short walk from the college, with a varied selection of pubs, restaurants and a mid-sized supermarket.

Attendance fees
The attendance fee for the weekend is £15.00. Payment can be made by either Paypal or cheque.

For further details, please either visit the tournament’s website at www.doubleone-online.net or contact the organisers as follows:
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE  
derek.cox@dsl.pipex.com

You can also keep up to date with developments by joining the London ASL Yahoo Group - http://uk.groups.yahoo.com/group/LASL

We look forward to welcoming you to Double One in 2017.
Where Did All the Counters Go?

Joe Arthur

From the Cobbaton Combat Centre museum, Devon website:

“Much of the material however, which they manufactured and used under the most difficult conditions to win that conflict was classed as “surplus” at the war’s end, and most sold off in the late forties, often as scrap. Post war shortages saw cheap and hard wearing ex army clothing in great demand as work wear, and thousands carried their lunch in gas mask haversacks. Many lorries found immediate civilian use in the growing transport industry, and light trucks were ideal for builders and farmers etc. Four wheel drive gun towing vehicles, with their cross country ability and power winches, were used by garages as recovery trucks, and in timber felling and transport. Home made cabs often replaced the original canvas covers, and bodywork was adapted to the users fancy. The armoured vehicles suffered much worse, with little civilian use for them, most were scraped, although a few Bren Gun Carriers were used as farm tractors.”

Of course a very few AFV were saved from the scrap yard, or recently dug up and ended up in places like Cobbaton and other military museums. What was once scrap is now worth good money – there is a Comet on sale currently for 260,000 euros. I don’t know how it is for everyone else, but ASL led me to visit these museums. You have these bits of cardboard and you want to see what they are like in real life and the only way to do that is to visit a military museum. Talking to Pete his quote was “if I want to see them I Google them”. Which of course is the practical way but it is lacks something. It’s the same difference / problem looking at a picture of the pyramids and standing in front of them – you do not get the sheer sense of scale and wonder from a picture. For military items it’s the same thing – for example you stare at a French Char Leger Renault FT mle 1917 and wonder who was crazy enough to climb into that thing? There is a video of one of those up and running on the Les Musee des Blinded website – have a look at the driver protection.

I’ve seen a few military museums, Pete is always low on articles, so let me save you the trouble of visiting the dogs and guide your feet to the best or feel free to Google them.

The best (in order):

1. Central Armed Forces Museum of the Russian Federation, Moscow
http://www.cmaf.ru/

Do you want to see the Red Banner that flew over the Reichstag? Stand next to the only original KV-2 tank left in the world? Eat like a Russian WWII soldier? Then there is only one place to go and that is the Central Armed Forces Museum of the Russian Federation in Moscow.

The Red Banner is displayed in a hall of the museum in a Perspex box about 30 feet in the air and underneath is a battered stone eagle from the Reichstag building. Around that under the glass floor are displayed various German army weapons and thousands of Iron Crosses. I think the Russians were going for the Roman Triumph feel and it works. I can only imagine / hope that the Russians captured the factory that made the Iron Crosses – otherwise they obviously have had to have been stripped from German troops. Around the walls of the hall are various exhibits that cover the Russian generals / marshals of WWII and Stalin himself. Stalin’s hat and overcoat are on display and they were not well made / luxury items. Stalin obviously got his kicks from telling people what to do – not from owning stuff. Maybe he thought he owned Russia?

The problem in this museum is that everything is written in Russian (go figure) with no English audio guide – in fact no audio guides were available for anyone, even the Russians. That was a problem with several museums in Russia. I befriended a Russian girl who was explaining the stuff in English to her boyfriend. Interestingly she stated that Stalin and Zhukov’s legacy was being re-examined by the Russians. Stalin was now blamed for millions of unnecessary deaths and Zhukov was blamed for going along with Stalin’s demands (which included his purges). I told her a few factories producing smoke grenades / rounds would have saved a lot of lives – ASL has its uses.

The usual weapons / uniforms / medals are on display in the museum. It used to contain Hitler’s gold Nazi party badge but the case was smashed and someone did a runner with it.

The tank park at the back of the building is a highlight – purely for the fact that it contains the only complete KV-2 tank still in existence and some of the Russian early war tanks that the Germans rolled over. You look at the KV and think “who thought a turret like that would be a good idea? If you want to track a tank down this is a great site www.Tank-Hunter.com.

The meal is served in the canteen and consists of black rye bread and butter, vegetable soup served in the bottom of the mess tin together with a Russian pie (think Cornish pasty but instead of pastry it is a breadish mixture), in the top of the mess tin is meat and oats that looked / tasted just like haggis. The officers got a bit of pork as well. I somehow doubt that the troops ate like that every day………….

2. Bovington tank museum, United Kingdom
http://www.tankmuseum.org/home

This is the best tank museum that I have yet seen – which is not surprising for the source of all knowledge, Wikipedia states that it has the third largest collection of tanks in the world. There are some gaps in the WWII collection – like Russian tanks, but being our allies at the time that’s
It is a huge barn of a place full

of mainly WWII equipment that was taken from the Overloon battlefield. It is the only museum where I have seen the Puppchen or Raketenwerfer 43 described by Chas Smith in his Operation Cobra pack.

The tanks include a Panther that was immobilised in the nearby town by a PIAT shot to one of the road wheels and then abandoned by the crew. A short walk away is the modern German Leopard tank – which looks exactly like a squashed version of the Panther. The saddest item was a Churchill that had been knocked out. On the front of the tank was a description written by one of the crew as to what had happened. This was one of a group of three tanks ordered to advance in echelon towards the Germans. No hugging the terrain for cover here. All three tanks were quickly knocked out and the driver had to pull his burning crew from the vehicle. You could feel the resentment in his words at being ordered to advance like that – stupidity gets you killed very quickly in war.

The museum hosts the Militracks event (http://www.militracks.nl/en/) where you can get to ride in some of the German vehicles of WWII (mainly halftracks).

It also holds (behind bars and thick clear plastic) Hitler’s Mein Kampf. This is the edition given to senior party members so it is a huge book bound in white leather and embossed in gold. The item itself held no interest for me – what struck me was the security necessary to display this item.

4. Museum of the Great Patriotic War, Moscow
http://www.poklonnayagora.ru/

The building and park are huge, and when I say huge I mean comfortable walking shoes are necessary huge. The museum is so big that there are no exhibits on the top floor – they ran out of stuff. It also contains the Hall of Glory where the names of the recipients of the award “Hero of the Soviet Union” are mounted on the walls.

All the usual arms / awards / equipment but what sets this apart from other Russian museums was that the displays were also in English. The one interesting item was a log. Yes, they had a huge bit of tree on display which on closer inspection had bits of metal embedded in it. It was a memorial to the Russian officer who helped develop the Katyusha rocket launcher. He was out in the woods using it when a German patrol came across him. Rather than let the Germans capture the equipment he blew it, and himself, up. The tree is from the site where it all happened: https://en.wikipedia.org/wiki/Ivan_Flyoro.

There is a tank park in the grounds which contains most Russian vehicles that you could think of and also a big pond where they have created and fitted out a concrete ship to represent the Russian navy. The item that got me was at the exit – an exhibit of Japanese tanks and airplanes captured during WWII. I was stunned that the Russians had shipped them all back to Moscow. The only other Japanese WWII tank I have seen was the Type 95 in Bovington – surviving Japanese armour is very rare and here were five of them.

5. The Museum of Artillery, Engineers and Signals, St Petersburg, Russia

A museum that has seen better days – it needs a lot of money spent on it to bring it up to scratch. Everything is also in Russian – which is a great shame for it looks like the story of who used the equipment is told and in what actions – a scenario designer’s dream come true. However the Russians might be playing loose with the truth – as you will see in a moment.

It’s the exhibits that save it though. Upstairs they keep the WWII artillery / anti-tank guns and somehow they
had managed to get a 8.8 cm Pak 43/41 up there. The thing was huge and how the crew managed to change the covered arc during battle I do not know. Downstairs they have Lenin’s armoured car, unfortunately Wikipedia says that Lenin did not stand on this one to give his famous speech because: “The Austin-Putilov armoured car named Vrag Kapitala (Enemy of the Capital), on display at the Artillery Museum, Saint Petersburg, is often referred to as the vehicle which Lenin stood on to address the crowd in April 1917. However, it cannot be true as this armoured car was only manufactured in 1919.”

So the Russians might be pulling a fast one or Wikipedia’s wrong – you decide.

There is also a stuffed dog downstairs. As soon as I saw it I knew what it was – it had two packs strapped to its back with a rod coming up from them. It was the dog trained to be a tank killer that did not quite work out for reasons we all know.

The other thing that impressed me was that it told the story of the gun from medieval times to the present day. It reminded me of the Shrivenham Royal Military College of Science. I suspect the Russian army artillery people were guided through as part of their education. Being Russia there was a big separate section for the story of the Kalashnikov.

6. December 44 Historical Museum, La Gleize, Belgium
http://www.december44.com/
If you play ASL and you are in Belgium you are going to head to Stoumont and La Gleize. Whilst you are there pop in and look at this place. Not because of the museum – usual weapons / uniforms – but because it has a King Tiger parked in the car park. It was left behind by KGP and bears scars on the front caused by American troops firing bazooka’s at it to see what happened. What happened is that there are a few gouges in the steel and nothing else.

The other point to note is that when they put new asphalt down in the car park they just went round the tank…………..

The dogs:

3. Royal Museum of the Armed Forces and Military History, Brussels
All the usual arms / uniforms / medals but some were not displayed very well – some cases were old wooden affairs that had been there for decades. The whole place needed money spent on it. There was one case containing horseshoes – even if you are interested in the Napoleonic wars are you going to be interested in all the types of horseshoes used?

The WWII tanks, sorry chars, as of 2016 have all been moved to the museum at Bastogne. I guess all the Americans make a bee line to Bastogne so the Belgians have put them there for them.

There is a huge aviation hall but it contained nothing much from WWII – it was jets and helicopters.

The only thing of note for me was the uniform of a WWII Abyssinian guardsman – it was straight off the cover of “Soldiers of the Negus”.

2. Imperial War Museum, London
Not much to see (despite having built a new hall in 2000) and the propaganda got right up my nose – for instance Afghanistan was described as a “necessary war”.

1. Egyptian National Military Museum, Cairo
Just don’t bother, really don’t bother………….

So – what’s your favourite military museum and why?
INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2017 sees us enter our 23rd year and players of all standards are invited to attend.

**Format**

Depending on the numbers taking part, there will either be the well-established Fire Team Tournament on the Saturday and Sunday, or a simple knock-out tournament. In addition, the Friday mini-touneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players.

For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

**Venue**

Centrally located in Bournemouth, the Travel Rest offers both excellent gaming facilities and reduced accommodation rates (£39 per night for a single room or £69 per night for two people sharing a a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at [http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel](http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel).

For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

**Cost**

Weekend registration for the tournament is just £20, or just £15 if you register before 1st November. The tournament program listing the weekend’s scenarios and events is available from mid-October to anyone registering in advance.

**Further Details / Registration**

Contact Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE. Telephone (0131) 629 1260 (+44 131 629 1260 from outside the UK) or email if@vftt.co.uk.
Sturmartillerie and Panzerjäger

In the 1930s the Germans conducted a number of military exercises which showed that close support from light field guns was helpful for infantry operations. This eventually led to the development of the StuG III armed with the L24 75mm gun. Though only available in limited numbers for the invasion of France and the Low Countries, the StuG III became much more popular and important during the invasion of Russia, when it was used against Soviet armour, being upgunned with a longer 75mm gun in March 1942 to help counter increasing numbers of T-34 and KV Tanks. StuG missions crept from infantry support to include the role of ad hoc anti tank artillery.

Though the StuGs proved effective against Soviet armour, more was needed, leading to several Panzerjäger or Tank Hunter designs that put a long 75 or 76(r) mm gun in a very basic armoured box on top of a light or medium tank. Despite looking a bit crap the new Panzerjäger on top of a light or medium tank. despite looking a bit crap the new Panzerjäger worked; without them in 1942 the Germans would have struggled against KV and T-34 Tanks. StuG missions crept from infantry support to include the role of ad hoc anti tank artillery.

The differences between StuG and Panzerjäger on the battlefield overlapped. Back at Oberkommando der Wehrmacht (OKW) German generals bickered about the details, in part because the General der Artillerie was in charge of StuG, but General Guderian as General Inspekteur der Panzertruppen was in charge of Tanks and Panzerjäger. Guderian thought the distinction between the two was blurred; frankly the main difference was in naming conventions.

JgdPz Hetzer

In 1943 StuG III production was optimised with the Panzer III tank production slowly being phased out. It was a good plan, and would have equipped infantry divisions with an effective anti tank weapon, capable of infantry support, if only the Allies would stop bombing the Third Reich. Allied strategic bombing did target the tank factories, and do enough damage to reduce production, forcing the Germans to split component manufacturing. A series of heavy raids in December 1943 forced the Germans to look at alternative StuG production facilities. Two of the sticking points were lifting capacity and assembly line space at plants, both limiting the dimensions of any vehicle produced. The solution was to be a Leichte (Light) Panzerjäger based on the Panzerkampfwagen 38(t), which drew design features from the Marder, StuG III, and possibly another design the Czechs and Rumanians were experimenting with. By April 1944 production had started at the Czech BMM Plant (Böhmisch-Mährische Maschinenfabrik AG), and later at Škoda; by July combined output was over 200 Hetzers a month, increasing to about 400 per month in 1945. Production was interrupted by bombing raids in October and December 1944, and throughout 1945, otherwise even more Hetzers would have been completed. About 2800 Hetzers were produced, though less than that number would have seen front line service, some being destroyed in transit and a small number retained in training units. The first production Hetzer mostly went to training and testing units, with the first combat units arriving on the Eastern Front in July 1944, becoming increasingly common in all theatres.

The Jagdpanzer 38(t) Hetzer

The Jagdpanzer 38(t) weighed about 10 tonnes; the Hetzer was expected to weigh around 13 Tonnes. Not having a turret saved some weight but opting for thicker armour and a 75mm gun pushed the weight towards 16 tonnes, reducing speed, increasing ground pressure, and bearing down on the suspension. Early models were very nose heavy and put a tremendous strain on the tracks and transmission. The design
was improved to shift some of the weight; changes to the wheels, suspension and wider tracks all helped. There was a continual push to improve the design throughout the war. It is fair to say the Hetzer was better armoured than originally intended and that the weight of that armour caused speed reduction and minor mechanical problems that the Germans lived with, and continually sought to address.

Getting the gun, ammunition, crew and other items to fit inside the Hetzer proved difficult. The gun moved from a planned central position to the extreme right of the vehicle, with traverse limited to 5° to the left and 11° to the right instead of a planned 15° to either side. The Driver sat on the right, with the gunner directly behind him, and the loader/radio operator/Rundumsfeuer machine gunner bringing up the rear. The tank commander sat behind the gun. The crew were able to communicate using throat mikes, hand signals and by shouting if needs be. Bailing out doesn’t bear thinking about as three crew members had to make it out through the loader’s hatch. The loader probably had the worst of it. Aside from operating the radio and AA machine gun, he needed to reach across the 75mm gun to reach the ready ammunition and operated a breach placed on the right. It could be done but slowed the rate of fire.

The standard radio equipment for a Hetzer was a FuG 5, a 10 watt transmitter/receiver, the standard tank set for most German AFVs. It was usually operated by the loader. Befehlswagen 38 (Command variant) carried a FuG 5, and a Fug 8, a 30 watt transmitter/receiver, mounted at the back of the cockpit accessible to both the loader and commander. The FuG 5 was a short range set, with a range limited to under four miles for voice transmission when stationary, and even less when moving. To increase the range Morse code transmission was used, but usually vehicles were not very far away from each other. The FuG 8 set had a much longer range, 50 Km for voice, and 120 Km using Morse when stationary, dropping to 15 Km for voice and 50 Km for keyed transmission when moving. Generally the ranges were adequate in combat. The German Army was big on cross training soldiers and it is likely that the commander and loader could operate the FuG 5, and the FuG 8 if fitted, other crew members would have a fair idea how to use the radio but probably didn’t know Morse, or how to retune or service either set.

Some small arms would be carried for the crew, generally grenades, pistols and one or more machine pistols. Some crews carried additional weapons either in the cockpit or stowed externally. There were intended for self protection when outside the vehicle, but could be used from open hatches by some of the more aggressive crew members.

Most crewmen came from other vehicles, such as Marders and some Nashorns, or had served as anti tank artilleryists, and had already completed basic infantry and specialist training. Just a week of training was given to familiarise the crew with Hetzers then they were sent to the front. Given more time a crew would learn on the job, but if thrown into action suddenly particularly if required to support infantry they had not trained with performance could be lacklustre. Few Hetzer units had dedicated infantry support and although the vehicles would know what they were doing inexperienced infantry tended to clump together too close to the vehicles and suffer as a result. An experimental unit Panzer Jagd Brigade 104 included dedicated infantry support in Sd.Kfz.250 halftracks and proved very effective on the Eastern Front against Soviet armoured and infantry units. This was partly down to the equipment and tactics used, but also owed something to the experience of units fighting together. Rather than building more Hetzer the Germans could have increased their effectiveness by giving them dedicated infantry support; even a platoon per company would have made a big difference.

The Hetzer did have a low power to weight ratio which reduced its top speed. Low power could be an issue when tackling gradients, soft ground or towing another vehicle, but generally the Hetzer performed as well as its contemporaries. One fault was the suspension, which was stressed by both the vehicles weight when crossing difficult terrain and the need to make adjustments to traverse the gun. At times the Hetzer could throw a track which could be repaired in the field by the crew, but if the leaf springs of the suspension failed the vehicle would need more substantial repairs from a field workshop or recovery vehicle, and if that wasn’t practical the AFV would be scuttled. Generally the Hetzers were kept in at a high level or operational readiness by their units, comparable to Panzer IV units, and much higher than Panther or Tiger units.

7.5 cm Pak 39

The 7.5 cm Pak 39 was designed as the main armament of the Jagdpanzer IV and was also used for most Jagdpanzer Hetzer. It was similar to the Pak 40 towed anti tank gun and vehicle mounted 7.5 cm KwK 40 used by the Panzer IV and StuG III. All three guns had similar performance, and were effective against Allied medium and lighter armour, soft targets and personnel. They were less effective against concrete fortifications and heavy armour.

The most common types of ammunition are described below.

Main Gun Ammunition

The Hetzer was designed to carry 41 rounds, which was increased to 46 in November 1944 by moving the sight stowage box; some crews also carried more ammunition stacked into any available space either in boxes or loose. Roughly 35% of ammunition would be Pzgr 39 anti tank rounds and the rest usually Sprgr 37 High Explosive. By 1944 Pzgr 40 (APCR) was rare, and in 1945 extremely scarce, but crews would carry some if available for use against JS, Churchill or up armoured Sherman tanks. Occasionally Granatpatrone 38 (HEAT) rounds were used in place of some HE, as they were very effective against soft targets, buildings, and most fortifications whilst have a reasonable effect against armour. The number of HEAT rounds carried was subject to avability but could be 25-30% of the total. StuG III assault guns usually carried smoke rounds;
During the invasion of France and the Low Countries roughly 20% of shells would be smoke. Mid war the percentage was reduced to 10%, but that’s still a significant proportion of the munitions carried. Hetzer crews were trained to fire smoke rounds but I can’t find a percentage carried. Typically 20-25 rounds of various types would be fired by individual AFVs in an engagement; after that one side or the other would withdraw.

**Panzergrenatpatrone 39 (Pzgr. Patr. 39)**

The standard armour piercing round for the Pak 39, was an Armour Piercing Capped Ballistic Capped (APCBCHE-T) round containing a small explosive charge and a base mounted tracer. The design, fusing and composition of the round changed at various stages in the war due to shortages of specific metals or explosives. Initially the shell was steel containing 1% chromium, nickel and molybdenum, machined from a solid bar and hardened towards the tip. Later the alloy contained aluminium, silicon and manganese, which made a more brittle round prone to shattering on impact, though this was to some extent countered by improved manufacturing methods. To help penetration a soft flattened metal cap was fitted to protect the tip of the shell on impact, greatly reducing the tendency to shatter or prematurely detonate the explosive contents of a shell. A penetrative cap marginally reduces penetration and velocity, but this is offset by the much reduced incidence of catastrophic shell failure on impact. However the flattened shape of the cap was understood to reduce accuracy and velocity in flight which was a much more serious problem, with a well understood solution of fitting a lightweight Ballistic cap. A ballistic cap does reduce drag, greatly improving performance at long range. At shorter ranges a ballistic cap slightly reduces penetration but for kinetic rounds not by more than a few millimetres. For HEAT though a ballistic cap had a greater effect on penetration. The explosive content was a small charge of just over 2 ounces of TNT, intended to detonate within its target causing significant shrapnel and blast injuries. Inside a tank it must have been horrific. The tracer burnt for two seconds, with the shell travelling at 750 metres per second out to about 1500 metres. Penetration was around 106mm at 100 metres, 85mm at 1000 metres, and 64mm at 2000 metres. Pzgr 39 rounds were very accurate out to 1000 metres and tolerably accurate out to 2000 metres. A lot depended on estimating the range, but a competent gunner helped by his commander had a realistic chance of hitting a tank sized target at 2000 metres, by observing the fall of shot and correcting onto the target. Generally long range gunnery occurred on the Eastern Front, with the superior optics of the Hetzer giving an advantage.

**Panzergrenatpatrone 40 (Pzgr. Patr. 40)**

Kinetic Energy rounds rely on mass and velocity for their energy. Working with an existing gun it is possible to increase velocity by using more propellant and lightening the shell, the trade off in mass has consequences but at the muzzle the energy is greatly increased. One limit on this was the tendency of steel shells to shatter on impact at 2700 feet per second or 820 metres per second. Various alloys were tried, until the designers experimented with tungsten rounds. The Germans were the first to use tungsten rounds in action, developing Hartkernmunition, the first Armour Piercing Composite Rigid rounds. The overall shape of the German rounds was similar to a bodkin arrow and the name Arrowhead stuck. The projectiles were built around a long rod of tungsten that looked like a large bullet, surrounded by a light alloy body, fitted with a ballistic cap and base mounted tracer. On impact the tungsten core would punch through armour and bounce around inside its target. Generally German AFV crews thought the effect of Panzergrenatpatrone 39 which penetrated was greater, but the Panzergrenatpatrone 40 was needed for targets with thicker armour.

Limited supplies of tungsten limited Panzergrenatpatrone 40 production. It is doubtful many rounds were made after 1943, and at that time only 15,000 75mm APCR rounds were available. Once the tungsten supply was used up some rounds were completed with a hardened steel core which must have been of limited use, it looked about right but would shatter at short range.

Panzergrenatpatrone 40 had a muzzle velocity of 930 m/s, and could penetrate 143mm of armour compared to 106mm of Panzergrenatpatrone 39. As range increased the APCR shell lost momentum and stability, losing accuracy and stability. Out to 1000 metres, accuracy was comparable, and performance better than a standard AP round.

The Panzergrenatpatrone 40 round was very effective out to 1000 metres, and would have been used more often to secure penetration had it been readily available. By 1944 APCR was very scarce.

**Sprenggranatpatrone 34 (Sprgr. Patr. 34)**

The 75mm high explosive round contained 653 grammes (1lb 7oz) of amatol, with two exploders to ensure detonation on or shortly after Impact. It was designed to cause damage by both blast and shrapnel against “soft” targets, though the shell was solid enough to cause structural damage and even penetrate light armour at short range. Amatol is a mixture of TNT and ammonium nitrate; it became popular to save TNT and to improve the explosive effect of TNT in Oxygen poor environments. There is a known problem with amatol deteriorating in storage, but during WW II rounds were going from the factory almost straight to the guns and fired pretty soon afterwards. The shell was accurate at short ranges, less so at longer ranges but it did not rely on a direct hit as it had a blast radius of about 25 metres, which is not to say standing at 26 metres is safe, some fragments capable of taking your head off could carry to 100 metres.

The German 75mm shell was well designed and effective. British shells tended to be filled with RDX, pentolite, and baratol mixes which were more powerful for any given calibre.

German training manuals suggest the majority of shells carried by a Hetzer would be high explosive.

**Granatpatrone 38 HL A/B/C (Gr. Patr. 38 HL)**

The Germans first issued a High Explosive Anti Tank round in 1940. It used a shaped charge to form a copper funnel into a long thin jet of molten metal which was forced through armour at speed. The original PzGr 38 issued in 1940 could penetrate about 40mm of armour, with successive designs improving penetration; in late 41 the HL/A could pierce 70mm, later still the HL/ B 75mm, and finally in late 1943 HL/C 90 to 100mm. It is likely the Hetzer would be using mostly HL/C ammunition, and some HL/B, both of which are mentioned in crew training manuals. Roughly 1.8 Million HL rounds were produced by 1943, with over a million being fired before the war ended.

There were issues with the HL rounds. If it hit the target at speed the round could distort before forming a penetrating jet. Gradually propellant was reduced so rounds were fired at the fairly low velocity of 450 m/s, even so at ranges under 200 metres HL rounds could malfunction. Rifling was also a problem as it imparted a spin that could direct the jet of molten metal away from the target. The HL round did not have a tracer so it was a little harder for crews to see if rounds had actually hit, although a detonating round had high visibility. It wasn’t practical to fit a ballistic cap to HL rounds as it would in effect create spaced armour, so their accuracy at long ranges over 1000 metres was less than that of other rounds. Low velocity creates several ballistic problems; it increases the effect of wind, requires higher elevation and the flight time of rounds increases making it...
mount. It was a remote control machine as "all round shooter", or 360° weapons. "Rundumsfeuer" translates literally likely to have been used by Hetzers.

Other specialised 75mm rounds existed other than those listed including canister, star shell, and various training rounds, but the above are the five types most likely to have been used by Hetzers.

Rundumsfeuer

"Rundumsfeuer" translates literally as "all round shooter", or 360° weapons mount. It was a remote control machine gun fitted for close defence against infantry, used on late model StuG and all Hetzers. It comprised a standard MG 34, fitted with a 3×3 periscopic sight with an 8° field of view, and remote control trigger. A 50 round drum was fitted. Accuracy was pretty good and some crews liked the weapon for engaging lone enemy targets, and for checking range or line of sight. The MG was fired by the loader, who could also go crew exposed to fire the weapon. Although useful the Rundumsfeuer, had some limitations. After fifty rounds had been fired it needed to be reloaded, and the only way to do that was open the loader’s hatch and replace the drum, after four hundred rounds or less if firing fifty round bursts the red hot barrel would need changing. The weapon could not be elevated enough to engage aircraft. Different sources suggest 600 or 1200 rounds were carried for the MG34; my guess would be 600 if the crew had much say in the matter. An armoured shield provided some protection for the crew and the MG34. Whilst it had some limitations the Rundumsfeuer was useful.

Crews would be armed with small arms and grenades. Generally the Hetzer relied on infantry support for close defence.

Tactics

Most Hetzer were assigned to the Panzerjäger Kompanien (Company) of infantry divisions. The original TOE of a company would have two command vehicles and three platoons of four vehicles. In February 1945 the platoon size was reduced to three vehicles and the number of command vehicles reduced to one, making a full strength company ten Hetzers, plus a supporting recovery vehicle, engineers, mechanics and medical personnel. Keep in view companies would rarely be at full strength either as a result of combat losses or temporary mechanical issues. When possible Bergepanzerwagen 38, a recovery vehicle based on the 38(t) was used, it was a tank chassis with lowered armoured sides and a winch. It could pull itself and a Hetzer on the flat but struggle with gradients, soft sand or heavy clay.

For most combat missions the smallest unit used would be a platoon of three or exceptionally four Hetzer, perhaps with the company command vehicle present. Lone vehicles, or a pick and mix of Hetzer and other armour would be less common but did happen. Combat or maintenance depleted units would be reformed into platoons.

At times a platoon of three or four Hetzer might be tasked with supporting a company or even battalion attack. This would be planned so that the Hetzers role would be a specific objective, either specific enemy units, or a task of securing against armoured counter attack. In some instances the Hetzer to infantry ratio could be very unusual; in one instance an entire Panzerjäger company reduced to just four vehicles engaged in an attack by a reduced rifle company of just twenty men.

Against armour the Hetzer was at a greater advantage firing at long range 2000-2500 metres, (50-60 hexes!), firing 20-25 rounds at a distant target moving across its’ front, retrying before the enemy could recover. Firing from a hull down, concealed position against a surprised enemy from an unexpected direction wasn’t a fair fight. Shorter range ambushes could also be effective, but carried a greater risk of effective enemy return fire. The Hetzer could be overwhelmed by greater numbers of enemy tanks, by being bypassed, or perhaps destroyed by artillery or air power. The Allies were prone to fire protracted artillery concentrations against suspected tank positions.

Against infantry, Hetzer would generally provide fire support from behind the front line, shooting in attacks but using friendly infantry as a screen against enemy units. The 75mm gun was effective against troops in the open or lightly constructed buildings, but wasn’t ideal against troops in bunkers or really solidly constructed buildings. Generally German infantry appreciated the help; Allied troops didn’t like being shot at but saw assault guns as less of a threat than tanks. Although the Rundumsfeuer MG34 was useful very accurate the multiple machine guns of a Tank were more of a concern for infantry.

Hetzer Variants

A number of Hetzer were fitted out as Befehlswagen 38 command vehicles by installing a FuG 8 radio and an electric generator. These were issued to company and battalion commanders, and proved...
valuable liaising with the next level of command. The Germans were big on signalling and it was an important factor initially in the success of “Blitzkrieg” and later in fast acting defensive combat groups. At a pinch the Befehlswagen 38 could function as a regular Hetzer but its real value was longer range communications, and looking similar enough to a regular Hetzer to not draw fire.

Another important variant was the Bergepanzerwagen 38. These were purpose built on 38t chassis, partially armoured and equipped with cables, pulleys and either a winch or an anchor. The Germans continually sought to improve the design, to improve its effectiveness and reduce costs. Its primary use was to help vehicles out of ditches, it could also help tow damaged or disabled vehicles very short distances, and jump start or boost those with flat batteries. One was issued to every Hetzer Panzerjäger company and two or more to battalions. The crew would be able to perform or assist in some maintenance and repairs.

The Bergepanzerwagen 38 carried a winch that could lift an engine out of a Hetzer. In a quiet way the Bergepanzerwagen 38 improved the availability of Hetzers in units, and reduced the number destroyed as combat losses when they otherwise could not have been recovered. About 181 were built.

The Germans did experiment with a recoilless or rather non-recoiling 75mm gun for the Hetzer, called the Jagdpanzer 38(t) Starr (which translates as Rigid or Inflexible). The idea was to absorb the 75mm Guns recoil by rigidly mounting it and absorbing the recoil using the mass of the vehicle and the thick frontal armour. This would reduce costs by not having a recoil mechanism, assist gun laying slightly by reducing the time between rounds and the need to stand clear during recoil. It was a good idea but just didn’t work. Firing damaged the gun sights so after a few rounds fire beyond point blank range was impractical. Maybe fourteen were made, and attracted the interest of Hitler, but ultimately the project was abandoned and the guns removed to be used to build regular Hetzers. There’s a slim chance some of the Starrs did see action but it’s doubtful.

Some work was done trying to fit 105mm, 7.5cm PaK 42 L70 (the Panther gun!), 8.8cm PaK 43, 150mm infantry gun, and incredibly the 12.8 cm gun into a Hetzer, but the war ended before those projects could be developed.

Comparison with Other Vehicles

In most scenarios a Hetzer would outclass a Sherman, T-34 or other Allied medium tank, and in turn be outclassed by the heavier IS series or American late war M-26 Pershing tank. In most respects a Hetzer would be equal to a SU-85, nearly as good as an SU-100, IS-122, or IS-152.

It’s perhaps more “fun” to compare the combat effectiveness of a Panzer IV, Hetzer, StuG and Marder. Against medium armour the Hetzer would generally win, except hull down at long range Marders had a slight advantage in terms or rate of fire. For infantry support well a StuG can deploy smoke and has a slightly higher rate of fire. The Panzer IV would do better in meeting engagements when moving forward to engage a concealed enemy.

Hetzer Tactics for ASL

There have been a very small number of ASL scenarios that have featured long range armoured fire, but at time of writing none that feature Hetzers. There are two, well three; ASL historical modules Kampfgruppe Peiper 1/II and Festung Budapest that allow players the option of purchasing significant number of Hetzers to use in fairly open terrain that allows for long range combat. Ideally you want to be hull down behind a wall, or in decent cover, then blaze away blowing up Shermans or T-34 depending on which front you are. Against roughly equal number of enemy medium tanks the battles should be one sided as you are almost guaranteed to get the first shots off, and return fire will be weak until you are acquired. Be wary of enemy artillery support, air support or heavy armour, but otherwise enjoy the fight.

ASL tends to simulate infantry company sized actions with fairly small numbers of AFVs or Guns in support. Only late war scenarios will include Hetzer. In general a Hetzer can be used as a tank, but taking into account the penalties for changing Covered Are, limited machine gun Armament, restricted HE allocation, and Smoke being limited to crew thrown smoke grenades. That sounds grim, but with a bit of thought still leaves a lot of scope for effective action. Hetzers have a potent main armament and with their own thick frontal armour can scare and even destroy enemy armour. Against infantry they can VBM, Overrun, and interdict route, and as long as they might have HE scare enemy infantry.

Further they can carry Riders, perform Armoured Assault, create Trail Breaks, and have a square go driving into minefields, buildings and Fortified Building Locations, and Wire. It counts as a decent number of VPs and is more likely to pass an ESB check than most other German vehicles.

Conclusion

The number of Hetzers produced and entering front line service would be somewhere between 2,500 and 2,800 vehicles, with production disrupted by bombing and the utter chaos within the Third Reich towards the end of the war, plus some Hetzer going to training units or destroyed in transit it’s hard to be precise. Obviously the Hetzer wasn’t the “Tank” that won WW II, it was intended to be about as effective as a StuG III, and for most missions they would be comparable, with the Hetzers improved frontal armour offset against the StuG III’s slightly better cockpit, and greater ammunition storage. The Hetzer was certainly good enough to engage similar numbers of T-34s, Shermans and lighter armour with a realistic chance of surviving,
and from the flank could destroy IS and Churchill tanks. The Hetzer was not liked by some of its crews (mainly as a result of its cramped cockpit) but it was seen as a credible threat by Allied tankers – it was easier to camouflage than more dangerous but easier to detect Tigers, Panthers and heavy assault guns.

The Hetzer was an intelligent design to make use of Czech factories and labour, to manufacture a useful gun platform. By using a casemate to mount the gun instead of a turret a larger gun could be fitted, and frontal armour sloped for maximum protection. Used in a similar fashion to a towed anti Tank gun the Hetzer worked.

Post World War Two tanks grew large enough to mount the heaviest anti tank guns available. Casemated guns were only used by the Swedish S Tank, and a few airborne or amphibious light Tanks to get the biggest gun on the lightest possible platform. The Panzerjager roles passed to missile carrying light armoured vehicles designed to attack from a distance then evade enemy retaliation by driving away very quickly. For infantry support, assault guns were replaced by better coordinated air and artillery support, as well as APCs and later IFV (Infantry Fighting Vehicles), which transported troops and provided fairly powerful fire support.

The closest modern vehicle to a WW II StuG or Hetzer nowadays would be improvised Gun Trucks mounting an anti aircraft gun or anti tank gun on the back of a military or civilian truck or pick up that engage ground targets from ridiculously short range whenever a camera is pointed at them.

In WW II the Hetzer served to stiffen German defences, and help shoot in attacks. Without it German infantry would have had a harder time in 1944/45.

In ASL the Hetzer can be a valuable unit even when facing better armed and armoured opposition. Its forte is anti tank rather than infantry support, but it can do both. Mobile, well protected, well armed, worth a decent amount of Victory Points, the Hetzer always creates a tactical problem for enemy players.

Hetzers are still to be found in several museums, and even in private ownership. It remains a popular vehicle in World of Tanks, in part because it looks really cool, which is the fourth and most important consideration in designing any AFV.

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The latest edition of the #LS Players Directory is now available online and by post code region. Here is a selection of the regional editions.

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Patrick Dale, 28 Rural Road, Cottagridge, Harrogate, Leeds, LS16 1SA (27 Jan 2015)

Richard Randall, 38 Cunningham Drive, Upton-le-Waste, Liverpool, L67 4YF (3 Jun 2012)

Stuart Smith, 2 Church Row, Little Preston, Preston, PR2 1JJ (29 Mar 2017)

Nick Brox, 58 Melrose Crescent, Brontecrest, Lincoln, L10 6BA (25 Nov 2016)

Andrew Attridge, 51 Summerhill Road, Chester Green, Chester, CH2 1TJ (30 Sep 2016)

John Oateson, 68 Braintree Road, Wylly, Ramsey, Cambridgeshire, CB1 2HE (18 Jan 2016)

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Simon Yseux, 21 Burton Avenue, New Manchester, M40 9QS (21 Nov 2008)

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If you contact anyone regarding these tournaments, please tell them that I sent you!

**JUNE DOUBLE ONE 2017**

**Where:** 22 – 25 June

**Where:** Waffle College, Chelmsford, Essex, CM1 3RR. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini cash point, a café, self-service cafeteria and licensed bars. Breakfasts are £39.60 for a single room and breakfast.

**Fee:** £15.00 if paid before 30 April, £20.00 thereafter.

**Contact:** A two day tournament with two rounds on Saturday and one on Sunday offering a choice of scenarios. A number of mini-tournaments will be run on Friday, and friendly games will also be available throughout the weekend.

**Format:** For a booking form contact Derek Cox, Whiteleys, 77a St Nicholas Road, Willesden, Essex, CM8 2JE or by email at derek@doubleone-online.net. Check out the web site at http://www.doubleone-online.net/1.htm for the latest details.

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<td>Brett Hildebrand</td>
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**NOVEMBER INTENSIVE FIRE 2017**

**When:** 15 – 19 November

**Where:** The Travel Rest Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (001202) 555 889 or fax (001202) 789 767 to arrange accommodation. Room rates are £47 per night for a single room, and £7 per night per person for a double room.

**Fee:** £15.00 if registering with the organisers before 1 November, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in October.

**Format:** To be confirmed. Depending on the numbers taking part there may be a three round Five Team tournament (two rounds on Saturday, one on Sunday) or a knock-out tournament. There will also be some simple day mini-tournaments on the Friday. Open gaming is available for those who do not wish to take part in the tournament.

**Contact:** For more details or to register contact Pete Phillips, 19 Main Street, Kirkliston, Scotland, EH39 2AE. Phone (01355) 346 120 (evenings only) or email dphil@gb.net. For up to date information check out the UK ASL tournament web site at www.vftt.co.uk.

**2018 MARCH HEROES 2018**

**When:** 1 – 4 March

**Where:** ColwynHotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates start at £30.00 for a shared room or £42.50 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £15.00 if registering with the organisers prior to 20 February, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in January.

**Format:** Four round tournament beginning Friday morning, with three scenarios to choose from in each round. There will be an additional round on Friday after if the number of participants warrants it. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

**Contact:** For more details or to register contact Pete Phillips, 19 Main Street, Kirkliston, Scotland, EH39 2AE. Phone (01355) 346 120 (evenings only) or email dphil@gb.net. For up to date information check out the UK ASL tournament web site at www.vftt.co.uk.

**SCANDANAVIAN ASL OPEN**

**When:** 1 – 4 March

**Where:** Danhostel Copenhagen Amager, Vejlands allé 200, 2300København S, Denmark. Accommodation is available at a cost of 1500 Danish Kroner (about €200) per person sharing a four person bedroom including breakfast, lunch and dinner. Other room options are available – contact the organisers for a price.

**Fee:** Similar to 2017, which was 200 Danish Kroner (about €27).

**Format:** The tournament will be a five round Swiss style affair.

**Contact:** Michael Hopt tur-Leth, Fawhovunguet 15, 3400 Hildeslev, Denmark or email hopturf@gmail.com. For the latest information visit the website at http://www.asl-dk.com.

**Wales**

**Andrew Whiteman**

6 Aquila Court, Corwen Road, Cardiff, CF11 9PA (01222 424224)

**Jude Linton**

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**Mark Chapman**

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**Gerard Lüth**

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**Mick Allen**

10 Graham Road, Swindon, Wiltshire, SN1 2PR (01793 777 772)

**Contact:**

For up to date information check out the VFTT web site at www.vftt.co.uk/my-account.asp.

**OCTOBER ASL XXIII**

**Where:** 1 – 5 October

**Where:** Four Points by Sheraton, 4118 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7200, fax 216-252-3850 or visit http://www.starwargaming.net/Book/AFLC. Room rates are $85 until the start of September. Note that this is the same hotel as in previous years but with a new name.

**Fee:** $30.00 before 28 September, $40.00 thereafter and on the door.

**Format:** Same as always. Weekend tournament plus numerous mini-tournaments. There is also an American USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.

**Notes:** T-shirts are $10.00 xxl $15.00, XXXL $15.00, 4XL $18.00.

**Contact:** Brett Hildebrand, 17810 Grafton Lake, Chagrin Falls, OH 44023-2208 or by email damian@asl-f.com. Check out the web site at www.asl-f.com for the latest details.
THE EVENT
Following its success in previous years HEROES continues in 2018 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP
Don’t worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as there are plenty of chances to learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

Remember, you can also drop in just for part of a day if you can’t make it for the full weekend.

THE VENUE
The Colwyn Hotel is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend. Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is available from just £30 per person for a shared room or £42.50 for a single room.

THE COST
The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before the beginning of 20 February 2018 (entry is £20.00 after that date).

HEROES 2018 HOTEL BOOKING FORM
To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to COLWYN HOTEL) to Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 341 024 to book your room.

| NAME |
| ADDRESS |
| NIGHTS ROOM REQUIRED FOR (tick each one) |
| THURS | FRI | SAT | SUN |
| SINGLE ROOM | DOUBLE ROOM |
| NAME OF PERSON SHARING WITH |
Hello and welcome to this special edition of VFTT.

This pack contains loads of scenarios that were submitted to me in the late 1990s for use for a proposed Brit Pack scenario pack. For various reasons, primarily a lack of playtesters, the release of the pack never occurred. These have been attempts since then to resurrect the pack (most recently in 2013 when there was an idea of using it to celebrate the 20th anniversary of INTENSIVE FIRE) but these have never got off the ground either.

It would be a shame if they were to never see the light of day, which is the purpose of this release.

I hope you enjoy these scenarios, just remember they have only had a limited amount of playtesting so if you want a balanced game look elsewhere. But if you’re interested in playing for fun, then give them a try, and let me know how it went.

Roll Low and Prosper.

Pete Phillipps

THOUGHTS ON PLAYTESTING

This article was put together at the start of September 1998 – Pete

Recently there was a major discussion on the InterNet ASL Mailing List about play testing and how to accomplish it to produce balanced scenarios. Being in the middle of co-ordinating the play test for Brit Pack this was naturally of some interest to me.

I thought it would be a good idea to share those thoughts with the rest of you, and let you into the process of how Brit Pack was play tested.

The discussion began at the start of August when CH announced that it would be releasing 5 PL modules by Christmas. This prompted Curt Schilling to somewhat sarcastically note “Wow they must use the chess clock for play testing...5 CG’s out by X-Mas?? Hehe, forget the play testing is optional disclaimer huh?”.

Dan Dolan, designer of the ‘Gavutu-Tanambogo’ mini-CG from the ASL Annual 93b and the new CH module Ruweisat Ridge, leap to the defence of CH. “It’s not that CH uses a chess clock for play test purposes it’s just that Ray has a different philosophy than MMP. The CH products are done by the designers and then turned over to CH where they undergo a final round of play testing.”

Of the 5 CG that CH plan on releasing, Dan noted that his Ruweisat Ridge module “is something that I have been kicking around for about 5 years.”. Anyone who has attended INTENSIVE FIRE since the first one back in 1995 will know that Pedro Ramis has had a copy of Stonehe Heights on display every year. And Brian Martuzas has spent the last two years working on Pont Du Hoc.

Essentially, MMP, Kinetic Energy, Schwerpunkt, and most of the other groups do the bulk of the play testing themselves, whereas with CH the responsibility for the design work and most of the play testing lies with the designer (this is the method I have used in assembling this pack).

BALANCING A SCENARIO

Central to the discussion was the question of which method was best for producing a balanced scenario.

Brian Martin [BKMartin26@aol.com]

I find that after play testing any scenario 3-4 times you’ve pretty much found out everything you can about it. The first playing tends to bring out the most serious errors, such as typos, unclear wording or objective, counter errors, map configuration errors, and so on. The next couple of games tend to show how the scenario plays tactically. If I do this, will it work? How does it work? During these games the suggestions for improvement start to come in. If, after these games, the play test group is still clueless then you may be looking at a some major re-working before it’s really ready to go.

To expect any company to play a scenario to death to “guarantee” its balance is to accept waiting periods of 12-18 months between scenarios.

John Meyers [jcmeyers@hotmail.com]

I think I would agree that after 2-3 playings any group will not get any more useful info on that scenario. Without some outside influence (like a thunderbolt from above) they just aren’t going to see much more. That’s why you have to have multiple groups.

Now if you then send out a consolidated review of what the various groups have found, the groups might develop some new insights based on that new input. But that means more time and more work for the developer and playtesters.
John Appel [jappel@anodyne.com]

I agree that in general, when you’ve played the same version of a scenario about 3 times against either the same or a similarly skilled opponent, you’ve probably hit your limit as an individual. At MMP that’s when it usually gets turned over to somebody else. There might be a significant change, however, to address an issue brought up in that 3-4 playings, which greatly changes the dynamic. In that case, it makes sense to give it another whirl to see if this change addresses the issue properly. (Often, another pair starts up fresh with the modified version.)

Schwerpunkt’s Evan Sherry noted that they assume “a scenario needs a minimum play test of 10 iterations before it is published. This task gets tougher when in the development of a scenario there are continuing problems. This naturally demands that the playtest continue often well beyond the initial basic 10 iterations. It takes time and a lot of patience to design and playtest a balanced scenario. In the ideal world we want a 50-50 split. These scenarios are few and far between and often take a lot of testing and thus along time to produce. On a very few occasions will a designer will sit upon a gem of a scenario design that is nearly balanced in the initial draft. If this happens the initial 10 iterations is just a confirmation. More often though a scenario will go through extensive playtesting over many different versions with each version being playtested as many times as the editor and designer determine is necessary. ALL designers for Schwerpunkt have the absolute final say in how their particular scenario will appear. Of course this is a result of much friendly debate among the designer, editor (myself), and the rest of our core group of veteran players here in Tampa. I personally communicate with each designer before any changes are made. My philosophy is that if the editor does not have or take time to do this, then he is not doing his job and should not be an editor.

Play testing is not an exact science. It requires the play test co-ordinator to monitor the current versions of the scenarios and make sure they are distributed to the testers and that they are played as written by as many DIFFERENT players as possible. This is the real key to testing. The idea is to get as many different tactical variations and individual play styles incorporated. The scenario should not really be tested by the same players more than twice per scenario version. Otherwise this usually leads to a same old attack or defines after a player learns about a scenario.”

PLAYTESTING PROBLEMS

One of the big problems for scenario designers is making sure there is no “sleaze” tactic that can make the scenario unbalanced for one side. Such sleaze tactics are often related to the VC or the use of HIP units. John Appel noted that at MMP they “typically poke holes for the sleaze tricks and obvious holes, though sometimes it’s something that doesn’t come up (usually a sleaze move) until a playing or two has gone by.”

Once the scenario has been designed the next problem comes in getting it tested. All the groups producing ASL related material are vying for a limited group of testers. The problem is there are only so many players out there who have the time and interest to participate.

Small scenarios are hard to get right. On the one hand, they generally play quickly; but on the other, a single tear of ROF or a busy sniper can really throw you off. They also often suffer from optimisation - there is often one really good way to play them as each side, given the limited forces and confines of the terrain.

Big scenarios are both easier and harder. A lucky crit or ROF run isn’t likely to lose the game for you, though the PMC they cause can be. The problem lies in both the number of options available (usually for the attacker) and the length of the scenario - it takes a while to play one with 11 turns and 20+ squads per side. And you really need to play into the end game in these, as it’s very likely that time is the ally of one side or another and needs to be given a chance to be a factor. And you really need to exercise the various options (defend in depth, in

Your Face or goal-line D.? Student body left, right, a broad advance or “hey diddle diddle, right down the middle?” Try out those different locations for the Guns and SW. And so on.)

Something that is sometimes tough to catch is a scenario which appears to have a lot of options but doesn’t. Sometimes, a lot of effort gets expended to salvage a scenario that is really a neat situation but a dog to play for one or both sides.

IS 50-50 BALANCE ESSENTIAL?

Although balance is important, some designers felt that too much emphasis was placed on it.

Dan Dolan felt that “AH tended to overdue the play test striving for the mystical 50-50 balance in every scenario. I think that several groups of good ASL players can get a scenario ready after 2 or 3 playings. The dice take care of the rest.”

Ian Daglish noted “I do not feel the need for strict 50:50 balance; indeed, such is probably impossible to guarantee, given the wide range of ASL skill, from newbies to tourney winners. Small scenarios, by their nature, may be skewed by a single Sniper die roll, but can be played repeatedly to iron-out the luck factor. I do, however, feel that players about to invest their valuable ASL playing time on a big scenario have a right to expect that all reasonable precautions have been taken in play test to remove any factors that could give either side a lock on winning.”

Kurt Martin had his own ideas on balance, presenting four points to consider for the ideal balanced scenario:

1-Should present a perfect 50/50 challenge to two similar players playing it for the 1st time in a tournament.

2-Should present a perfect 50/50 challenge to anyone, any time.

3-Should be cool, with lots of options for slaying the opponent’s forces.

4-Should be perfectly balanced, every time, for players on their 92nd playing against each other.

He commented “One problem with most play tests is they tend to balance scenarios for those who have experience with the scenario. This is number 4 above, and an entirely different animal from number 1, or even number 2. I prefer a more ‘historical’ feel, and generally avoid playing scenarios a million times each (why? there are zillions available), so I’m more interested in a #1 that plays like a #3. That is, a fun scenario where I have a good chance if I read and execute carefully. But not one where my options have been carefully narrowed by SSR.”

Fritz Tichy felt the quest for balance was a mixed bag. “Some people (like me) love scenarios that have tricky possibilities on which you can hone your skills. This is especially true for the bigger, non-tournament sized ones, as in my experience scenarios where I grasp immediately how to play them well suffer a bit on the replay value.”

Ω

Vickers 6-ton Mark E SP:

This is a Vickers 6-ton Mark E modified to mount a Bofors L/60 40mm AA gun rather than the standard 47mm gun.

The Vickers 6-ton Mark E SP is treated as a Vickers 6-ton Mark E (b) except that the MA is a 40L, with ROF 3, IFE 5, fires HE only, is B12, and has AA capability (as signified by MA:AA). The vehicle is OT, a large target, has no MGs, and a CS of 5.
Designer Notes

These are the brief design notes that I have for some of the scenarios found in this collection – Pete

STEAMROLLER FARM
S. Carter and C. Markuss

This scenario was inspired by an old War Monthly article describing the exploits of Lieutenant Howard’s tank ‘Adventurer’ which destroyed, amongst other things some 2 88 mm, 2 75mm, 2 50mm guns and 2 Panzer IIs as well as a large number of trucks! Needless to say this is very difficult to recreate in ASL. So the action is depicted as a set piece attack with a lot of armoured support. Given the strength of the German anti tank defences it is likely to be a bloody affair. In the game Churchill tanks come across as being very slow and do not get credit for their ability to climb hills like no other tank hence the SSR to make them more mobile. The inclusion of air support is historical in that the British suffered several tank casualties from air attack at the start of the operation.

Bibliography

SOME KIND OF SINBAD
S. Carter and C. Markuss

The title is taken from the excellent book by Michael Carver, Tobruk. The defenders of 22nd Armoured Brigade were expecting to go on a reconnaissance mission when instead they were confronted by the combined might of the Afrika Korps.

Though this action is a famous one its inclusion is due to the presence of Grant tanks to illustrate what a difference their armour and firepower made on the desert battlefield.

Conversely the German player has the opportunity to use a powerful anti tank screen to support his attacking tanks. In this contest their use is vital to the outcome as the Panzer IIs and IVs are at a severe disadvantage to the Grants. The victory conditions force the German player to be historically aggressive.

Bibliography

WET FUSES, SHORT TEMPER
Iain ‘Mad Vet’ Mackay

Each glider actually represents 2 planes. The British HS only represent 2 or 3 men, trained in sabotage. My alternative is just to use heroic SMC’s.

The drivers dared not move, if their head was slightly in the wrong place they would be hit by their own machine guns.

In actual fact, after the jeeps broke from their line abreast formation (once the Very light was fired) the formation was something like:

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with only 5 yards between each jeep (hence the over stacking). Stirling was in the lead jeep, the jeep inside the formation held the formation together and did not fire, and all the fire was directed outwards.

The machine guns on the jeeps were variable, but reports suggested a common use of two pairs of twin .303 cal Vickers K machine guns that had been removed from obsolete aircraft. Later in the war these were either replaced or augmented by Browning .50 cal HMG. The Vickers twin could deliver ~1200 rpm. The ammunition was in drums, hence the low B#, but high R#.

Bibliography
HISTORICAL ACCOUNT
LOCATION: Okinawa
DATE: 3 April 1945
COMMENTARY: Following the successful landings at Hagushi and the quick capture of Kadena and Yontan airfields, the US Marine Corps pursued the initially elusive Japanese. Northwest of the captured airfields was the site of one of the first determined stands made by the fanatical defenders. After a bloody firefight the Marines eventually captured the hill. In the heaviest fighting of the invasion so far, the Marines killed over 250 enemy troops, but it was only a taste of things to come.

THE BATTLEFIELD AND CONDITIONS

PTO Terrain is in effect, including Light Jungle.
EC are Dry with No Wind at start.

VICTORY CONDITIONS
The Americans win if there are no Good Order Japanese units within 3 hexes of 39P5 at game end.

SCENARIO SPECIFIC RULES
1 The American player has a battery of 200mm NOBA with a LOF traced from 35Q10, and the use of an Aerial Observer operating at Level 6 along the south edge of the mapboard.
2 Prior to play the American player may record 6 MMC who are considered Assault Engineers.

Local Boetan Regiments and elements of the 62nd Infantry Division set up on boards 39 and 35 on hexes ≤ 2.
BALANCE: reduce the game length to seven game turns.

Elements of 6th Marine Division enter along the south edge of the mapboard on GT1.
BALANCE: exchange the Japanese 4-4-8 squads for 4-4-7 squads.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: Betio Island
DATE: 23 November 1943
COMMENTARY: The day dawned over a corpse-strewn landscape of scorched and shell-pocked sand, shredded coconut palms and smashed pillboxes. The Marines had fought hard for the island and victory was now an achievable objective. Lt. Col. McLeod, CO 3rd Battalion, was ordered to move down the tail end of the island until all enemy resistance had been eliminated.

Carrier aircraft and the guns of the destroyers lying off the southern shore had already added their weight with a fifteen minute barrage. Spreading his force across the 300 yard width of the island, McLeod moved out at around 8am, supported by two Sherman tanks, Cecilia and Colorado, and seven light tanks from C Company, 2nd Tank Tank Battalion. Ahead of them lay a maze of dug-outs, blockhouses and log emplacements, where an estimated 500 of the enemy were preparing to sell their lives dearly.

There was little resistance until the Marines were beyond the anti-tank ditch. Here they were halted by a complex of dug-outs and pillboxes, all with excellent fields of fire. L Coy pressed on, leaving the mopping up to I Coy and the tanks. Moving against the pillboxes with satchel charges and flame throwers, the men of I Coy were surprised to see the occupants of the largest blockhouse come charging out en masse. Colorado swung its turret round and fired a 75mm HE round point blank into the seething crowd. This massacre signalled the end of resistance in the area, and I Coy were able to press forward. All that now lay in their path were an assortment of individual emplacements and the coastal defence guns at Takarongo Point.

At 1pm a tired, sweaty Marine stepped into the water at the far tip of Betio, and washed the dust from his face. The whole eastern half of the island was in American hands.

VICTORY CONDITIONS
The Americans win immediately when there are no Good Order Japanese units on/between hexrows H and R.

SCENARIO SPECIFIC RULES
1 E1.16 applies to Japanese OB-given fortifications. Additionally, they are revealed whenever a Good Order American unit is adjacent to them.
2 Prior to the first Wind Change DR the Japanese player secretly chooses any one pillbox which will serve as the entry hex for the OB given Banzai units. The Banzai units are placed on board IN/adjacent to the pillbox hex with no more than 1 MMC per hex at the start of any Japanese MPh prior to GT5. The Japanese player then immediately conduct a Banzai Charge.
3 After GT1, due to the close support role in which they were employed, no US AFV may voluntarily be more than 2 hexes distant from a minimum of 3 US MMC.
**EXPECT THE CRETANS TO BE FRIENDLY**

© 1997 Mike Rudd

**HISTORICAL ACCOUNT**

**LOCATION:** Heraklion, Crete

**DATE:** 20 May 1941

**COMMENTARY:** Under Operation Mercury, the 3rd Battalion, Second Parachute Regiment was ordered to capture the town of Heraklion. Intelligence reports indicated the town was only lightly defended with AA guns which had been destroyed by the Luftwaffe. General Kurt Student advised his 7th Parachute Division to expect the locals to be friendly.

Major Schulz, commander of the 3rd Battalion discovered the value of the intelligence reports when he was thrown clear of his exploding Ju 52. His forces were dispersed by heavy AA fire. As they freed themselves from their parachute harnesses in the olive groves and cactus patches which surrounded Heraklion, many were knifed or beaten to death by local civilians. Schulz rallied his forces, collected weapons from cannisters and assaulted Heraklion.

Despite initial progress, Schulz had to withdraw from the town because of the ferocity of the counter-attacks by Cretans led by priests and police officers armed from captured German weapons cannisters.

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**THE BATTLEFIELD AND CONDITIONS**

- Elements of the 3rd Battalion, 2nd Parachute Regiment enter on GT1 by parachute drop (E9.).
- Cretan Police set up in stone buildings.

**Victory Conditions**

The Germans win by Controlling at least 13 stone buildings at game end.

**Scenario Specific Rules**

1. Cretan forces are Stealthy.
2. Whenever ≥ one unbroken or unpinned Cretan Infantry unit is the AT-TACKER in CC or Ambushes the enemy, that CC/Melee automatically becomes HTH. Cretan Infantry receive a -1 DRM when making HTH attacks.
3. The partially armed Cretan civilian forces may find arms cannisters as if they were German (E9.7). Replace each 1-2-7 HHS with a 3-3-7 squad. HS Deployed or Reduced from 3-3-7 squads may not re-arm this way (a separate note should be made to distinguish between the two if necessary). The 10-0 leader is a priest who acts as a Commissar. Civilians and police are treated as Allied Minors for all purposes. During set up use the Cloaking Display for all concealed units.
4. Both sides MUST invoke No Quarter at the earliest opportunity.

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**Turn Record Chart**

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**Elements of the 3rd Battalion, 2nd Parachute Regiment**

- ELR: 5
- SAN: 5

**Cretan Police**

- ELR: 5
- SAN: 7

**Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).**
HISTORICAL ACCOUNT

LOCATION: 31 August 1942
DATE: Alam Halfa, Egypt

COMMENTARY: As Rommel pursued his intention of occupying the Nile delta, he attempted to outflank the EL Alamein position by capturing the Alam Halfa ridge occupied by the 22nd Armoured Brigade. The massed might of the Deutsches Afrika Korps was augmented by the first appearance of the new Panzer IV specials. The British armour was under strict orders not to fire until the enemy closed to within a 1000 yard range.

Following a brisk advance the German armour halted in front of the prepared British positions. As the German armour opened fire the superiority of the new long barrelled 75mm gun became quickly apparent causing one squadron of the County of London Yeomanry to be knocked out in a matter of minutes. A dangerous gap was thus created in the centre of the Allied position.

The Royal Scots Greys (only recently converted to tanks from their beloved horses) were exhorted over the radio by their brigade commander GPB Roberts to “get out your whips” to plug it. Following a protracted long range gun duel in which the 6pdr AT guns of the rifle brigade were heavily involved the German attack was driven off.

THE BATTLEFIELD AND CONDITIONS

VICTORY CONDITIONS
The Germans must accumulate 80 DVP by Casualty VP without losing more than 40 DVP by game end.

SCENARIO SPECIFIC RULES:
1 British AFVs may be hulldown in Trenches.
2 The British receive one battery of 88mm OBA. British Armour Leaders may direct OBA as an OP Tank.
3 If necessary use British and American Lee counters to represent the Grant tanks.

TREAT ALL level 3 and 4 hill hexes as level 1 and 2 and all other hill as level 0.
Treat all building hexes as clear terrain.
EC are Dry with no Wind at start.
Vehicle Dust is in effect.
HISTORICAL ACCOUNT
LOCATION: Huppy, France
DATE: 27 May 1940
COMMENTARY: Following the stunning success of the Blitzkrieg, the German forces had created a corridor through the Allied armies in France dividing them into two halves. On the southern flank the Allies planned to counter attack forces holding bridgeheads across the Somme River. These troops included the lightly armoured tanks of the 1st British Armoured Division, French artillery and infantry support was promised to assist their endeavour.

Due to a lack of communication between the Allies, including a dispatch rider being killed, the 10th Hussars attacked unsupported towards the village of Huppy. There they clashed with the dug in troops of 2nd Motorised Division. Their anti tank weapons proving deadly to the lightly armoured British tanks. In spite of several acts of heroism by Hussar crews they were forced to retire leaving numerous vehicles destroyed. A Knight’s Cross was awarded to Schutze Hermann Brinkforth as a reward for knocking out 9 tanks, the first NCO to receive it.

THE BATTLEFIELD AND CONDITIONS

VICTORY CONDITIONS
The British player wins immediately upon exiting at least 8 AFVs off the north edge.

SCENARIO SPECIFIC RULES:
None

All building hexes are Ground level.
Treat all hill hexes on board 11 as Level 0 - the terrain in the hexes remains in effect.

EC are Dry with No Wind at start.

TURN RECORD CHART

Elements of 25th Infantry Regiment, 2nd Motorised Infantry Division set up on mapboards 11,6, and/or 43 north of hexrows X. Any German MMC plus any SW/SMC stacked with them may set up in trenches in suitable terrain.

BALANCE: decrease game length by one Game Turn.

Elements of 10th Hussars, 3rd Armoured Brigade, 1st Armoured Division enter on the south edge on GT1 (if necessary use A10 counters in the countermix to represent additional A13s).

BALANCE: decrease the number of exited AFV’s required from 8 to 6.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: Sidi Haneish (Landing Ground No. 12), near Fuka, west of Alamein
DATE: 26/27 July 1942
COMMENTARY: Having seen jeeps used effectively to destroy aircraft, Major Stirling devised a grand plan to obliterate the aircraft at one of the major airfields near Fuka. Basically a phalanx of jeeps would cruise around the airfield and the force of outward fire would stop any resistance. After many rehearsals of “formation driving” the SAS travelled 80 miles and began the raid.

After the shock of being “lit up like Brighton Beach”, the raid went well, the formation even stopped midway to check ammunition supplies. Wastage had occurred, but the raid resulted in the loss of 37 of 40 German planes, and 1 SAS soldier died.

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS

Place overlays as follows: MV2 on 27/I8/J7; X10 on 27/H5; and X13 on 27/H14.
EC are Dry with No wind at start.

Night rules are in effect, with a full moon and scattered clouds. The NVR is 4. The British are the Scenario Attacker and are Stealthy; the Germans are the Scenario Defender and Lax.

THE BATTLEFIELD AND CONDITIONS

VICTORY CONDITIONS

The British win as soon as they have destroyed 18 aircraft.

SCENARIO SPECIFIC RULES:

1 The glider counters represent German aircraft, mostly JU52’s. They should be set up (Green side up) in: Board 27 - O1,N0,N1,N8,N9,M9,L4,K4,K5,J9,J19,J110,H5,H6,G6,D2,D3,C3; Board 28 - D5,C5,C6,H6,H7, and G7. The British player may place Blazes on three glider counters after all units set up.

2 At the start of Game Turn 1, place a starshell in hex L6. This represents the brief illumination from all the landing lights. This starshell is removed immediately after resolving the resolution of the first German unit firing.

3 To simulate the confusion, German forces have to make straying DR even when in enemy LOS or in illuminated location, or by a road. German units have +1 drm to starshell use.

4 If manned by a 2-4-8 or 3 SMC a jeep is considered to have 2 AAMG. Each has 2FP, a range of 10, ROF3, B#11 and R#3. They may not be removed or scrounged. Leaders can direct the fire of a jeep manned by a 2-4-8 in the same manner as an armoured half-track. Firegroups with other vehicles are N/A. If necessary use American counters to provide enough jeeps.

Elements Afrika Korps and Luftwaffe airfield personnel set up within 1 hex of the building (up to 4 MMC may set up elsewhere). No unit may set up HIP, nor in the same Location as another MMC or the AA Gun. All German units have Freedom of Movement from Game Turn 1.

BALANCE: add another Flak 38, 2-2-8 crew and Sangar to the German OB.

ELR: 3
SAN: 2

Part of L Detachment and attached LRDG units set up, with all Infantry as Passengers, in two rows from 28/L8-27/S5 and 28/L7-27/S4. British MMC may not recombine.

BALANCE: Add a hero to the British OB.

ELR: 5
SAN: 2

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: Long Kien, French Indo-China
DATE: 22 November 1945
COMMENTARY: After the Japanese surrender, the British 20th Indian Division under Major General Douglas D. Gracey was sent to French Indo-China to disarm the Japanese troops occupying the country, and establish control until the French could send forces to re-establish the French colonial administration. However the Viet Minh, under the command of Ho Chi Minh, had fought an guerrilla war against the Japanese and had no intention of allowing the French to take over, and had seized control of Saigon and Hanoi.

Throughout September, the British, aided by rearmed French POWs, eased the Viet Minh grip on Saigon. However the Viet Minh continued the fight in the jungle. Lacking troops, Gracey re-armed the Japanese and persuaded their commander, Field Marshall Terauchi, to fight on under British control.

On 18 November a Gurkha patrol set out to Long Kien to rescue French hostages being held there. However they were unable to overcome the Viet Minh on the route and on the 22nd a stronger force was despatched. This force also encounter resistance, at one point being attacked by a Viet Minh force occupying an old French fort. The Gurkhas brought up a bazooka and blew the fort's doors apart, then drew their kukris and charged the startled defenders, finishing them off.

Long Kien were reached later that day, and although no hostages were found, some 80 Viet Minh had been killed by both sorties.

VICTORY CONDITIONS
The British win if they have ≥10 VP at game end. They receive CVP for enemy units eliminated (Prisoners do not count), for friendly units exited off 42R3, and 5 VP if they Control building 42V2.

SCENARIO SPECIFIC RULES:
1 Once per scenario, at the start of the British MP, the British player may voluntarily invoke Berserk status on one stack of units who have not Prepped Fired and have a LOS to a Known enemy unit.
2 The Hero in the Viet Minh OB is actually a Japanese deserter and should be represented by a Japanese Hero. Despite the use of a Japanese SMC, HTH Combat and Banzai Charges are NA.
3 A compound wall hexside may be Breached by the BAZ44(a) if a KIA or K/# is scored on the IFT (no TH DR is required, thus no B# is possible). There is a -1 DRM against the 42W3/X3 hexside. If the compound wall is Breached, any targets directly behind it are affected by a separate unmodified 2FP attack.

ELR: 5
SAN: 4

Gurkha patrol from 20th Indian Division enter on GT1 on the 42GG5 path.
BALANCE: increase the game length by one game turn.

ELR: 4
SAN: 2

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
VICTORY CONDITIONS
The British player must Control at least 10 Trenches at game end.

THE BATTLEFIELD AND CONDITIONS

1. After Axis setup a bombardment is conducted on Mapboards 26 and 27.

EC are Dry and vehicle dust is in effect.

TURN RECORD CHART

HISTORICAL ACCOUNT
LOCATION: El Alamein
DATE: 23 October 1942
COMMENTARY: The desert war was now at a decisive point. The Allied forces under General Montgomery were ready to attack the Axis fortifications of the El Alamein line. Unlike previous Allied offensives the British build up was both meticulous and overwhelming. Typical of the opening nights attack codenamed ‘Lightfoot’ was the experience of the 51st Highland division.

Marching in the wake of the massive artillery preparation the Highlanders met stiff opposition from the Axis defences. Rommel had intermixed Italian and German defenders to strengthen their resolve. In spite of heavy machine gun fire, mines and barbed wire the attack made significant gains. A long battle of attrition was about to begin.

Elements of 164 Infantry Division setup on any whole hexes of mapboard 26. Up to 25% of Axis forces may be HIP (E1.2) and dummy counters equal to the number of squads of the nationality concerned (E1.2).

Balance: the British must Control at least 12 Trenches at game end.


Balance: add 3 2-4-8 sapper squads to the initial OB.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: Orsha, Byelorussia
DATE: 21 June 1944
COMMENTARY: The Soviet summer offensive code named ‘Bagration’ was now underway. The 11th Guards Army objective was the city of Orsha. In its path was the well equipped 78th Sturm Division.
Following an ineffective artillery barrage which failed to destroy the well prepared German positions the Soviet infantry attack was preceded by an armoured task force. This became mired in powerful anti-tank defences. The 26th Guards Rifle Division outflanked these forcing a German withdrawal. Orsha eventually fell to advancing Soviet troops three days later.

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS

Elements 78th Sturm Division set up HIP on/west of hexrows 16Y/33I/42Y. Infantry may set up in Foxholes in suitable terrain. If two or more Foxholes are set up adjacent they become trenches. AP Mines may not be exchanged for AT Mines. Each of the eight A-T Ditches must be placed in a contiguous line.
Balance: add a Pak and 2-3-8 half-squad.

Elements 16th Guards Rifle Division, 11th Guards Army enter on the east edge on the GT shown.
Balance: the German player must set up all his A-T Ditches and Wire on one board of the Soviet player’s choice.

VICTORY CONDITIONS
The Soviet player wins if he has at least 40 VPs more than the Germans at game end. Soviet units exited off the mapboard and captured German units and equipment count double.

SCENARIO SPECIFIC RULES
1. The T-34 M43s which enter on GT1 are equipped with mine rollers. For game purposes they clear minefield hexes as flail tanks (B28.7) and all flail tank rules (B28.7) apply. They are also hulldown on a subsequent dr 1-3 following a hull hit on a front VCA, have 12MP and no BMG. Their VP value is unchanged.
2. VBM is NA in a hexside adjacent to an AT ditch.
3. A trail break may only be placed in a minefield hex following a successful mine clearance attempt.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: Cagny, Normandy
DATE: 18 July 1944
COMMENTARY: Following a massive aerial bombardment, the British armour of the 11th, 7th and Guards Armoured Divisions prepared to break out towards the Falaise plain. At the head of the armour were the Shermans of the 29th Armoured Brigade. In its path was Kampfgruppe Von Luck. Unaware of the tactical situation, Von Luck was convinced his troops were the only one available to stem the tide of Allied armour. The local Luftwaffe flak commander refused to engage the tanks, as aircraft were his priority. Von Luck drew his pistol and gave the officer the choice to “either die now on my responsibility or win a decoration.”

As a consequence of his argument, some 100 Shermans of the 3rd Royal Tank Regiment and Fife and Forfar Yeomanry sped past Cagny towards their objective of the Bourgebus Ridge. C Squadron of the Fife and Forfars was not so lucky however. In a matter of minutes 12 Shermans became blazing wrecks, their thinly armoured flanks exposed to the battery of 88s deployed on the outskirts of the village. The planned gallop of Operation Goodwood became hampered by the lack of Allied infantry support and ineffectiveness of the aerial bombardment in neutralising the in-depth German defences.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>GERMEN Sets Up First [xxx]</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<tr>
<td>BRITISH Moves First [xxx]</td>
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THE BATTLEFIELD AND CONDITIONS

Treat all woods hexes on mapboards 4, 11 and 16 as Open Ground.
Treat all level 1 hexes on mapboards 11 and 19 as level 0.
EC are Dry with No Wind at start.
Vehicle Dust is in effect.

VICTORY CONDITIONS
The British win if they exit 5 AFVs off the south edge of the mapboard. Each German Gun or AFV destroyed reduces the number required by one.

SCENARIO SPECIFIC RULES:
1 To simulate the disagreement between Von Luck and the Luftwaffe battery commander, use the following procedure. On Game Turn 1, the German player makes a dr; on 4-6 no AA 88mm flak gun may fire in the Defensive Fire Phase (88LL AT and Panzer IV are exempted). If unsuccessful, further attempts may be made at the start of each subsequent PFPh/DFPh by the German player, with a cumulative -1 DRM per attempt. Only one dr is made for all guns; once activated, no further dr are necessary.

Elements of Kampfgruppe von Luck set up on any whole hexes of mapboard 12 [EXC: only squads/HS, SMC and SW may set up in building Locations].
Balance: add a Flak 36 and 2-2-8 crew.

Elements of C Squadron, 2nd Fife and Forfar Yeomanry, 29th Armoured Brigade, 11th Armoured Division set up north of hexrow Q on mapboard 33.
Balance: increase the game length by one Game Turn.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: St. Lambert sur Dives, Normandy
DATE: 19 August 1944
COMMENTARY: As the battle for the Falaise Gap drew to a climax, troops of the Canadian 4th Armoured Division sought to close the exit for the retreating remnants of the German Seventh Army. Major D. V. Curries’ battlegroup of 175 men, 15 tanks, and 4 self-propelled AT guns sought to occupy the village of St. Lambert sur dives.

In the first of an epic series of actions, for which Major Currie was to be awarded the Victoria Cross for his conspicuous bravery and extreme devotion to duty in the face of the enemy, the Canadian battlegroup successfully occupied half of the village before being counter-attacked by the Germans. In the following thirty-six hours, the Canadians succeeded in holding the village against repeated counter-attacks, thereby ensuring the fate of the encircled Seventh Army.

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS

VICTORY CONDITIONS
The Canadians win by Controlling 50% of the buildings with a four hex radius of 41X5 (inclusive) at game end.

SCENARIO SPECIFIC RULES:
None

ELR: 4
SAN: 4

Elements of Kampfgruppe Rauche, 21st Panzer Division set on any whole hexes of mapboard 41. The German player may set up HIP two MMC and any SMC/SW which set up with them.
Balance: reduce the game length by one Game Turn.

ELR: 4
SAN: 3

Elements C Sqaudron, 29th South Alberta Regiment and B Company, Argyll Sutherland Highlanders of Canada, 4th Armoured Division enter on GT1 between 6R10 and 6FF10 inclusive.
Balance: increase the game length by one Game Turn.
VICTORY CONDITIONS
The Germans must exit or accumulate 100 DVP by Casualty or exit from the northern map edge by game end.

SCENARIO SPECIFIC RULES:
1 An Armour Leader does not confer any benefits if Deployed in a Marder SP.
2 If necessary use Lee counters to represent the additional Grants.

EC are Dry with no Wind at start.

HISTORICAL ACCOUNT
LOCATION: East of Gazala
DATE: 27 May 1942
COMMENTARY: As both Axis and Allied sides recuperated from previous battles, a frantic build up to launch a new offensive in the Western Desert began. Rommel launched a pre-emptive strike at the flank of the well prepared British positions at Gazala, a combination of fortified boxes and concentrations of armour.

Whilst in the middle of eating breakfast the British spotted vehicle dust rising from the east, a sure sign of enemy activity. The German advance brought a sluggish response from the British forces as they were expecting some sort of Sinbad i.e. a strong reconnaissance in force to be conducted that morning.

Due to a lack of good communications with the armoured car screen the Germans were able to gain tactical surprise and attack the British armoured formations separately. However the new Grant tank came as a rather rude shock to the attacking Germans as its 75mm gun was far more powerful than anything that they had previously encountered and inflicted heavy losses on both tanks and AT guns. The British armoured brigade was forced to withdraw after running out of ammunition and suffering heavy losses. The Battle of Gazala had got off to an auspicious start for both sides.

THE BATTLEFIELD AND CONDITIONS

Elements of 15 Panzer Division enter on any whole hexes of the southern edge of mapboards 31-29.
Balance: add a Flak 36 (6DVP), a 2-2-8 crew and a Sdkfz 7.

Elements of 3rd Royal Tank Regiment and 8th Hussars, 4th Armoured Brigade, 7th Armoured Division set up on mapboard 26-28, the Grants on hexrow B and the Stuarts on hexrow FF
Balance: add 1 module of 88mm OBA directed by an Offboard Observer (C1.63) on level 0. The hex containing the Observer is secretly recorded prior to set up and must be a hex on the North edge of the map board.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
VICTORY CONDITIONS
The British player wins if at game end he has eliminated at least 31 CVP (not DVP) of the German force without losing more than 73 CVP of his own.

SCENARIO SPECIFIC RULES:
1. German player may receive up to 2 Stukas as air support as per E1.171.
2. The British receive one battery of 88mm OBA.
3. The Churchill tanks had APCR available for their 57L MA. Use a TK of 17 with a depletion number of 5. To represent their superior hill climbing ability the COT to change elevation is halved.

THE BATTLEFIELD AND CONDITIONS

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HISTORICAL ACCOUNT
LOCATION: Steamroller Farm, Tunisia
DATE: 26 February 1943
COMMENTARY: As part of the Allied offensive in Tunisia, Churchill tanks of 51st Royal Tank Regiment and infantry of the Coldstream Guards were tasked with occupying ‘Steamroller Farm’. This was a well prepared defensive position held by troops of the elite Hermann Goering division supported by tanks of the 10th Panzer Division.

The assault had an inauspicious start as a combination of AT gun fire and a Stuka divebomber attack disabled 8 Churchills and caused the attack to halt as it approached the wadi. Under orders to ‘get on at all costs’, Lieutenant Holland’s troop comprising ‘Adventurer’ and Lt Renton’s tank advanced without infantry support to continue the attack. In a miraculous sequence of events they wrought havoc with the remaining German defences. The final tally saw some 2 88 mm, 2 75mm, 2 50mm guns and 2 Panzer IIIs destroyed, as well as a large number of trucks. German reports referred to an attack by a ‘mad tank battalion’ scaling ‘impossible heights’ - a tribute to the superior hill climbing ability of the Churchill tank.

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS

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HISTORICAL ACCOUNT
LOCATION: Near Si stopwatch, Battambang Province, Cambodia
DATE: 16 January 1941
COMMENTARY: Where threats and posturing fail, brute force might succeed. Siam, recently renamed “Thailand”, wanted the border provinces in Cambodia that were part of Vichy Indochina. The British wished to preserve the Thais, or Siamese, as a buffer against the Japanese. The Japanese, by no means all-powerful, wanted both to keep the status quo agreed with the beaten Vichy French in Indochina, and to bring Siam into a world war it did not want.

However, reckless Siamese nationalism and irredentism caused an outbreak of hostilities all along the border. Alarmed, the French attempted to reinforce their position with troops from Djibouti, but this was quietly stopped by the Royal Navy. Meanwhile the Indochina garrison, whose morale had been devastated by rapid defeats at the hands of both the Japanese and Germans, deployed to defend the threatened border.

On the 10th of January nine Siamese battalions crossed into Indochina at Poipet and turned to advance on Battambang. On the night of the 15th, the Vichy masse de manoeuvre, comprising four battalions with supporting armour and artillery, moved into position to launch an attack against the Siamese left flank. The ensuing Vichy attack was poorly directed, with the Siamese benefiting from good intelligence. As the Vichy commanders began to lose control of the situation, the Siamese counterattacked with tanks supported by Vought Corsair biplanes.

In a situation reminiscent of that played out on the battlefields of France eight months earlier, well-handled Siamese tanks enjoyed initial success but were stopped on the point of victory by anti-aircraft guns used in a ground role. Also their supporting troops were pinned down by colonial infantry hotly defending the last ditch. By late afternoon the Vichy forces were withdrawing, but the Siamese advance had been stopped with heavy losses.

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS

EC are Moist with No Wind at start.

PTO is in effect. Treat swamp/marsh as kunai. Paddyfields are Drained.

Place overlays as follows: 2 on 38N8-N9, 3 on 37V8-V9, G8 on 38U5-V8, RP5 on 37oO10-P9, RP4 on 35P10-Q10, Wd2 on 37oP8-Q7, Wd1 on 38P10, and X6 on 37oN2.

A footbridge exists in 37oL7 running west-east from 37oN4 to 37oN2.

VICTORY CONDITIONS

The Siamese win if they Control the temple (building overlay X6) at game end, or immediately if they Control both the temple and the Location of the 75mm Gun.

SCENARIO SPECIFIC RULES:

1. The Siamese receive random Air Support consisting of two ’39 FB with bombs but no MGs.
3. All Siamese AFV may automatically pass (IE not roll) a D14.23 NTC if both Stopped and stacked with a Good Order friendly unit (inc. Armor Leader) at the start of the MPUs.
4. The Vickers 6-ton Mark E SP is treated as a Vickers 6-ton Mark E (b) except that the MA is a 40L with ROF 3, IFE 8, fires HE only, is B12, and has AA capability (as signified by MA:AA). The vehicle is OT, a large target, has no MGs, and a CS of 5.
5. The Mk VI Carriers are not OT vehicles, and are considered radioless.

Royal Siamese Army set up south and east of road depiction 38GG6-Z5-R6-O5-Q1.

BALANCE: add one 1st Line squad to the Siamese OOB.

Vichy Indo-China garrison set up within four hexes of any full hex formed by or adjacent to the junction of boards 35 and 37.

BALANCE: add one ATR to either force.

Retreating remnants set up on board 38 with a maximum of one MMC or vehicle per hex, on or south and west of the road depiction 38GG6-R6-Q10.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
THE BATTLEFIELD AND CONDITIONS

On this particular evening things went wrong. After the raiders returned to their vehicles they waited for the explosions of the bombs and were disappointed as many failed due to damp primers. A heated debate between Stirling and Captain Paddy Mayne followed. They came up with Plan B, using the extensively armed jeeps the SAS and LRDG used, and embarked upon a jeep MG attack. The plan was successful and was later developed further.

HISTORICAL ACCOUNT

Turn Record Chart

The British win if they have ≥ 12 VP at game end. They receive 1 VP for each Glider unit eliminated and lose 1 VP per CVP lost.

Scenario Specific Rules:

1. The glider counters represent German aircraft, mostly Ju52's. They should be set up (green side up) on board 26 as follows: D8, D9, G8, G9, H8, K7, K8, L7, O5, P5, L1, L2, M2, G1, H2, C2, D2, and D3. Aircraft are treated as landed (green) Gliders in game terms. Use a Truck Wreck to represent destroyed aircraft. LOS to an aircraft counter stops British units Straying, but units may rout towards aircraft counters.

2. British HS may not recombine. Prior to the start of GT5 SAS infantry units may place a Lewes bomb on an aircraft counter in the same hex, expending 1MF to do so (2MF for SMC). Place a DC on each aircraft that is affected. No aircraft may have more than 1 Lewes bomb on it. There is no limit to the number of Lewes bombs a unit may place. Placing a Lewes bomb is NOT a concealment loss activity.

3. Between GT4 and GT5 the game is paused. Any British unit within 3 hexes of an aircraft counter, the runway or the building is eliminated. All other units of both sides automatically rally. The British player then rolls a dr for each Lewes bomb. On a dr or 1 or 2 or 3 the Lewes bomb detonates, turning the aircraft into a Blazing Wreck. After all Lewes bomb attacks have been resolved, all German units are moved to within 1 hex of a Blazing Wreck. A dr is made for each MMC; on a dr of 1 the Blaze is extinguished.

4. GT5 commences when dissapointed SAS forces try to destroy the remaining aircraft with their jeep-mounted MGs, while the Germans are still fighting the fires. All remaining British forces re-start within 3 hexes of the mudblock, this time all available jeeps must be manned. It requires at least a HS or 3 SMC to man a jeep. Obviously, some SAS forces may have to start GT5 on foot. If manned by a 2-4-8 or 3 SMC a jeep is considered to have 2 AAMG. Each has 4FP, a range of 12, Bof7, Bv11 and R53. They may not be removed or scrounged. Leaders can direct the fire of a jeep manned by a 2-4-8 in the same manner as an armoured half-track. Fingroups with other vehicles are N/A. The AAMG may not be fired before GT5.

5. To simulate the confusion that followed the explosions, Axis units must take a Straying DR even when they have a LOS to an enemy unit or are in an Illuminated Location.

6. Both players should partake of large quantities of alcohol before play commences, and continue to partake during play.

Elements Luftwaffe airfield personnel set up within 1 hex of the building (up to 2 MMC may set up elsewhere). No MMC may set up in the same Location as another MMC or the AA Gun. No German unit may set up HIP.

Part of Detachment L, SAS Regiment set up Concealed but not Cloaked in any hex not occupied by a German infantry unit or Gun.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT

LOCATION: Keru Gorge, Eritrea
DATE: 21 January 1941

COMMENTARY: The sudden Italian retreat from Kassala had pushed the British prematurely onto the offensive in Eritrea. As the Italians slipped away to Keru, the 4th Indian Division, spearheaded by Brigadier F. W. Messervy's motorised 'Gazelle Force' pursued.

At Keru Gorge, Messervy found the road blocked by mines, demolitions, and the whole of General Fongoli's 41st Colonial Brigade. Under-estimating the enemy's strength, Messervy immediately launched an attack with the 4/11 Sikhs, supported by hius field artillery.

As the Sikhs became pinned down by the Italian defenders, a threat to the British gunners began to appear from behind. While the gunner's attention was fixed to the front, they were charged by a squadron of Ethiopian cavalry, led by two Italian officers on white horses. Momentarily stunned, the gunners swung the trails around and began to engage the cavalry over open sights, while part of Skinner's Horse (the 1st Duke of York's Own Cavalry - here mounted on trucks) and the SDF joined in.

The cavalry withdrew, reformed and charged again before being driven off, leaving twenty three dead and sixteen wounded behind. The dead included one of the gallant Italian officers, killed by an ATR round in the head.

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS

Elements of 41st Colonial Brigade enter on the south edge of the mapboard on Game Turn 1.

BALANCE: add a 3-3-7 and a 1S Horse.

Elements of 25 Field Regiment, Royal Artillery, 5th Indian Division set up between hexrows U and M inclusive, on hexes numbered 3 to 8. The Guns must set up in Open Ground hexes with their CA facing northeast and within two hexes of each other Gun. Boresighting is NA.

BALANCE: add a LMG to the British reinforcements.

Elements of Sudan Defence Force, and Skinner's Horse, 5th Indian Division enter on GT1 along the north edge:

BALANCE: add 4-5-7 and 1-12 to the British reinforcements.

VICTORY CONDITIONS

The Italians win if at game end two or more British Guns have been eliminated/captured or are in hexes occupied solely by Good Order Italian MMC.

SCENARIO SPECIFIC RULES:

1. The Italian player uses Partisan counters to represent the colonial Ethiopian cavalry. Normal Partisan rules apply.
2. Italian units may not voluntarily dismount on GT1.
3. The Morris CS9 represents a local adaption of the 30 cwt truck chassis by the Sudan Defence Force. For all intents and purposes it is treated as a CS9, except that instead of a 2FP LMG it mounts a 4FP CMG.