



VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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RUSSIAN FACTORIES ON FIRE - Tips for Russian play in *RB*

HEROES 2019 - ASL tournament action from Blackpool

GERMAN FACTORIES ON FIRE - Tips for German play in *RB*

CRUSADER LADDER - updated

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COVER: Russian troops move forward across the ruins of Stalingrad.

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 *ASL*ers. Don't be a silent voice.

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PREP FIRE

Hello and welcome to a new issue of *VFTT*. As with the last issue I've dipped into the barrel of old material to bring a few old, hard to find *Red Barricades* articles back in to the light of day. I've got a couple of articles on the Armoured Blitz floating around as well, so there may be more *Red Barricades* in the next issue!

However I was talking to a few people at HEROES in March who are working on some articles, so hopefully the next issue will take a break from Stalingrad to look at some of the other areas of World War 2 and beyond covered by *ASL*.

'Til next issue, roll Low and Prosper.

Pete Phillipps

LASL L o n d o n ' s A d v a n c e d S q u a d L e a d e r s

London's Advanced Squad Leaders (LASL) welcome *ASL*/*ASLSK* players or potential players. If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating. We usually meet on the second first or Saturday of each month from around 9am until around 5.30pm. We are located in the lower ground floor of Starbucks, 37-39 High Holborn, London, WC1V 6AA. It's quiet and has space for up to 20 games. Send your name and contact details to dgcox1966@gmail.com to arrange a game and ensure there are no last minute problems.



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.

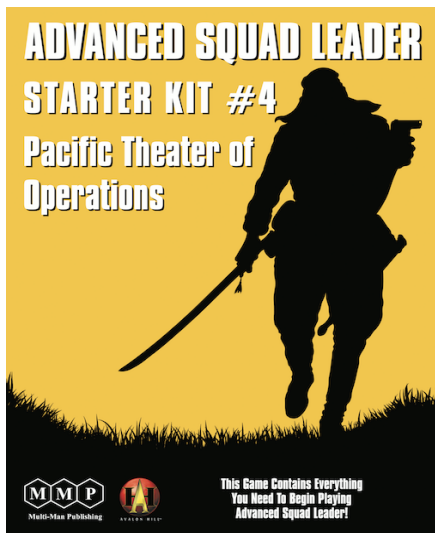
SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535, e-mail them at sales@secondchancegames.com, or go to www.secondchancegames.com.

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

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



INCOMING

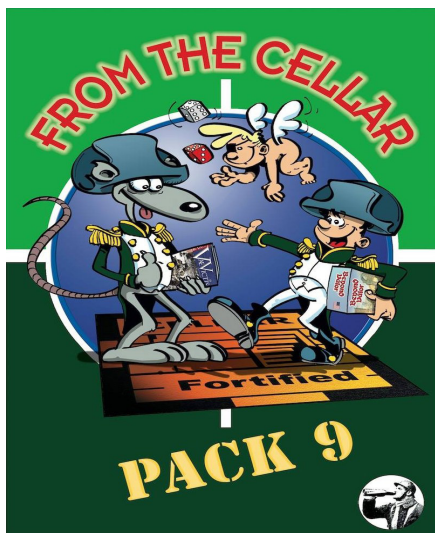


PACIFIC STARTER

ASLSK4 PTO is a stand-alone module that bring the Pacific Theatre of Operations (PTO) to *ASLSK*, adding the Japanese and the United States Marine Corps. It will include new terrain types and simplified rules for Banzai, concealment, and hand-to-hand close combat. As with other *ASL Starter Kits* it will be self-contained, with three new map boards, eight scenarios, one counter sheet of 1/2" counters and one counter sheet of 1/2" and 5/8" counters included as well as the rulebook. No release date has been announced, although it is expected to be released soon. It will retail for \$65.00, but is still available to pre-order for \$45.00.

Also on pre-order is the reprint of *For King and Country*, which contains the British forces for *ASL*, along with eight map boards and 20 revised and updated scenarios. The pre-order price is \$90.00, while the retail price will be \$120.00. As with order core modules, this will be produced even if it does not reach the pre-order number, and is expected to be available some time later in the year.

The *Supplemental Map Bundle* contains the 40 geomorphic *ASL* map boards which have



been released since the original *ASL Map Bundle* was released in 2011. It includes map boards 53 to 77, 10z and 17z, p to s and 1a/b to 9a/b. Having been placed on pre-order in March 2017 it is still some way short of reaching its target of 450 pre-orders. It will retail for \$160.00 but can be pre-ordered for \$120.00.

The *Deluxe ASL Redux* was placed on pre-order in October 2018 and is moving close to its target of 800 pre-orders. This pack will include the eight original *DASL* map boards (a-h) from *Streets of Fire* and *Hedgerow Hell*, repainted by Charlie Kibler and finished in the "tri-fold" style of *DASL* maps i-l from *Winter Offensive Bonus Pack #9*. The original *DASL* overlays (from the *ASL Annual 1995*) will also be repainted by Charlie for inclusion, and six additional sheets of wooden and stone rubble Kibler overlays will be provided. In addition to the original 18 *DASL* scenarios there will also be between 20-22 additional out-of-print *DASL* scenarios; all scenarios will be updated and rebalanced as needed. The retail price will be \$92.00 while the pre-order price is \$69.00.

MMP are also aiming to produce a new edition of *Croix de Guerre* (including the Dinant *HASL* module being developed by Dan Dolan) this year. Time and resources permitting, *ASL Journal 13*, the *ASL Overlay Pack*, and the *Swedish Volunteers* reprint will also be produced in 2018.

BACK IN THE CELLAR

Following the release of *LFT 14*, Le Franc Tireur have now released *From The Cellar 9*, featuring 10 scenarios from the French wargaming magazine *Vae Victis* and seven original designs. *Vae Victis* is a French magazine that covers wargames in general and every issue includes a full game, as well as an original *ASL* scenario. More details about the magazine can be found at <https://www.vaevictismag.fr/en/>.

Most are tournament sized, and cover actions from Poland and the Franco-German border in 1939 to two set in French Indo-China in 1945.

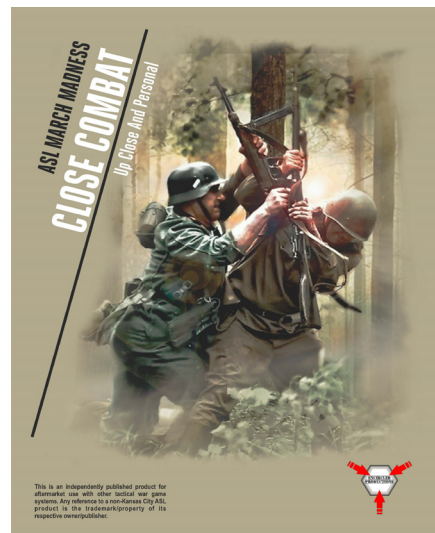
FTC 9 is available now for €27 from the Le Franc Tireur website at <https://www.lefranc tireur.org/> and the usual retailers.

CC IN TEXAS

Encircled Productions have released *ASL March Madness: Close Combat*, a set of eight short scenarios in which victory hinges on close combat. Most are set in Europe, although there are two PTO scenarios, one of which covers a night infiltration by the Japanese through American lines. It can be ordered from the website at <http://kansascityasl.com/html/publications.html>, where US orders cost \$17.00, or from various retailers.

BUNKER BACK

Following a lengthy period of serious illness (see <https://www.gofundme.com/vic-provost-needs-your-help> for more details), Vic Provost is slowly recovering. With help



from others in the *Dispatches from the Bunker* crew, issue *DfTB 47* was finally transmitted to subscribers in February.

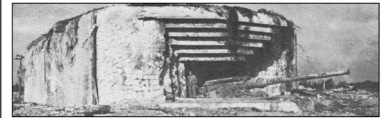
As usual there are four new scenarios, with 'Fausts At Wethen' seeing lead elements of the 9th Armored CCB counterattack at Wethen in the Ruhr Pocket, while 'Fontenay By Night' is a night scenario between the British and the SS. The Brandenburger Division attack Tito's forces in 'Brandenburger Blitz', and 'Opening Battle for Hill 700' features a Japanese assault on Bougainville.

In the pipeline for issues for 48 and 49 are four paratrooper/glider scenarios and an article accompanying them. Expect to see issue 48 late summer, and then the usual September/March schedule resuming.

A four issue subscription is \$15.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription is \$65.00. Individual PDF back issues are available for \$3.00 each, except for issues 2-8, 10, 13, 16-19 and 28 which have had their material which was reprinted by MMP replaced and are only \$2.00 each. Issue 1 is available for free upon request, by emailing them at aslunker@aol.com. You can pay by PayPal to PinkFloydFan1954@aol.com.

Dispatches from the Bunker

Dispatch # 47



For ASL Players Everywhere From ASL Veterans in New England

In this Latest Issue

Opening from the Bunker: In this new PTO issue we have four new solo-published scenarios for your ASL enjoyment. Can 'Dinants' continue his always popular 'Dinants' line with new updated material? 'Fontenay By Night' returns with 'Lone Chatter'. We have reviews of the 2018 'Tombay' event - the 'Bunker Bash', Albany, Thanks to the Tankers and the 'New Yorker' 'Tombay' being held at our own 'Bunker Bash'. Will you see any more 'Bunker Bash' from this year?

Winter In Wethen: Lead elements of the 9th Armored CCB was ambushed outside Wethen in the middle of the Ruhr Pocket. US forces quickly captured their armor and delivery routes and communications. Can they secure the town?

Fontenay By Night: With the 16th Signal ordered to clear Fontenay-le-Pire, the attack began down in a night assault due to a breakdown in discipline. Can the remaining troops of the 9th Battalion enter order and win the town?

Brandenburger Blitz: The 6th Volksgrenadier Division's 'SS' 107th Volksgrenadier Army forced the elite 'Brandenburger' Division to the operational attack to take Prignitz. Can they take the crucial bridge and push over to take the town?

Opening Battle for Hill 700: The Japanese on Okinawa realized that the US Army was unable to hold their position and defend the airfield. The 6888 Central Postal Directory was attacked. US 76th and the 44th 'Bunker' 'Can they save'?

The Headlands Heroes

Like 2018, HEROES 2019 took place at the Headlands, which everyone had felt was a better venue than the Colwyn following its first use last year. Unlike 2018, there were no travel issues due to adverse weather conditions!

As usual, numerous friendly games were played on the Wednesday and Thursday. While a few took the opportunity to play scenarios that had been selected for the main tournament, many chose to play other scenarios, with choices from several recent releases, including *ASL Journal 12*, *Friendly Fire 10*, and *Le Franc Tireur 14*, proving popular.

Although *Red Factories* had been released 6 weeks prior at WINTER OFFENSIVE, the only copies of it that had reached these shores as the tournament began had been those that had been pre-ordered from MMP. Second Chance Games turned up Saturday lunch-time with copies, thanks to MMP sending them a special shipment (along with copies of the new *Winter Offensive Bonus Pack*) even though they were still sending out copies to customers who had pre-ordered from them and do not normally ship out retailer copies until these have been shipped - so a BIG thanks to MMP for that. As it was, I was able to get in a game of 'RO6 The Playing Field' against Paul Case on Saturday. Paul's OBA got off to a shaky start, with a Red chit drawn, but made up for it as the game progressed, at one point managing to score a Snakes on one of my Fortified Building Locations in the Plate Mill factory and turning it into Rubble! In the end, lack of LOS from the Offboard Observer into the interior hexes of the factory stopped it

from wiping out my few remaining troops, allowing me to hang on for victory.

There were no CG played over the weekend, although Martin Vicca, Steve Cook and Ian Ainsworth did spend a couple of days playing 'Gotterdamering', one of the larger scenarios from the CH module *Berlin - Fall of the 3rd Reich*. They followed that up with a game of 'RO1 Blood on the Tracks'.

With the main tournament starting on Friday, no mini-tournaments normally take place at HEROES. However late in the day BFP donated a copy of *Corregidor: The Rock* for use as a prize. As no BFP scenarios had been selected for the main tournament, I decided that anyone who played a BFP scenario would be entered into a draw on Saturday morning to win it. A dozen players ended up playing an assortment of BFP scenarios, although none were from *Corregidor: The Rock* as no-one had copies of it with them. In the end, Neil Brunger won it, minutes after having brought a copy from Second Chance Games, who did the draw!

French gaming magazine *Vae Victis 131* contained *ASL* scenario 'VV105 Brexit', which features British commandos withdrawing from Europe during the Dieppe raid. Using Google Translate I produced an English language version of the scenario card, and with Brexit due to take place two weeks after HEROES, made it available for play in a 'For Fun' mini tournament. However, just like Brexit, the mini tournament did not happen as no-one played the scenario - maybe it will see use at a later date!

Attendance numbers were pretty similar to previous years, although only 13 took part in the main tournament. As usual, this 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 but it looked like it would be 16, which is the exact number needed for a four round tournament. However Mike Davies and Paul Saunders decided to drop out of the tournament on Thursday night, leaving me with 14 players. While not ideal, it is still possible to run a four round tournament, though it does have the potential for there to be a winner after the third round.

What did mess things up was Will Binns did not get back from Columbia in time, and couldn't make HEROES. Which was a problem as he had been paired up to play Mark Blackmore in the first round on Friday morning! This meant that Mark got a bye, and left me with 13 players in the tournament, making it impossible to pair up everyone in each round. Thankful Paul Saunders (round 2) and Paul Case (round 3) were happy to step in to make up the numbers in subsequent rounds - as quite a few people did not bother playing in the final round on Sunday there were no issues with an odd number.

With just a single round being played on Friday, the scenarios on offer tend to be more meaty than those chosen for the other rounds. This year's scenarios, based on the theme of 'Fire' were 'SP108 Searing Soltau', 'A25 Cold Crocodiles', and 'J19 Merzenhausen Zoo'. Saturday morning was 'East Front', with 'SP261 Gunning for Gas', 'DB35 A Hotly Contested Crossroads', and 'AP12 Cream of the Crop; on offer, while

ASL SCENARIO R06 THE PLAYING FIELD Scenario Designer: Charles Kibler

THE RED OCTOBER FACTORY, 18 December 1942: By the end of the second week in December the German defenders of Salsingen were finally ready to take the initiative and begin their bid to recapture the ruined city - building by rubble building, in the southern end of the Red October factory town of these streets were Hall 8 (the Plate Mill) and its (an immense, carved-in warehouse). For almost two months now, the troops of Guderian's 20th Guards Rifle Division had been locked in mortal combat with the Riflebrigade of Infanterie-Division 79. The seemingly endless days the Soviets, their backs to a river still clogged with rubble, had to find new ways to sustain a job of cold hands and make every bullet count. And then they arrived at the massive Soviet counteroffensive: the collapse of the German allies - the capture of the vital bridge at Kalach. Paul's 4th Army surrounded the position set had been trapped. Now, after more than three weeks of encirclement, the Germans, too, were discovering the hidden places of food stores and critical low armor. At last, it was time for the Soviets to do some pushing. To the surprise of the attack on the Plate Mill, under cover of darkness on Red Army convoys after first cutting their way through wire entanglements, approached the German-held area. Moving intelligently, they took one point and then stole their way silently back to their own lines.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Russian win immediately if there are no Good Order German units in building 026 or if game ends by capturing a 12 VP more than the German. Each side must VP for each friendly Good Order square equivalent to ground level location of building 026 and 026. 1 VP in building 026 and 2 VP in building 026.

BALANCE:

- ★ Exchange the 6-1 leader with a 9-2 leader.
- ★ Add one 6-2 Assault Engineer squad to the Russian OR.

TURN RECORD CHART

GERMAN Sets Up First (155)	1	2	3	4	5	6	END
RUSSIAN Moves First (198)							

Elements of Infantry Regiment 213 and Strurmgeschw-Abteilung 244 (ELR): 31 set up north-east of the G59-N40-P40-T40-U41-V41-W42 road, connected if in Concomitant Terrain, with 4 squad-equivalents in each building box (SAN: 3).

Elements of 2nd and 3rd Battalions, 112th Guards Rifle Regiment (ELR): 41 set up south of the G59-N40-P40-T40-U41-V41-W42 road (SAN: 4).

SPECIAL RULES:

1. Set HP 55K. All Russian use Central (OS 5). Place a Flame counter in hex 127. Place rubble of the appropriate type in hexes 135, 138, 203, 209, and 226.
2. The German suffer from Ammunition Shortage (AS 1-11). Use one HIP for 4 squad-equivalents (and any SMC/CSW stacked with them), and any designated Fortified Building Locations (B2-3). Wire and trenches may not use HIP. The Axis GFW (4 MTR) has no Smoke attachment.
3. Prior to German setup, the Russian player secretly records one hex in the German setup area, after German setup, the Russian player may remove one wire counter from that hex.
4. The Russian receive one model of 120mm ORA (HE only) directed by an Offboard Observer (O3-0) at Level 3; any counter/hex has one wire of barbed wire immediately prior to setup.

ATTACHMENT: Added to information gathered during the previous night's daring recon mission, the Russian player's 120mm ORA (HE only) is the Red Army's most powerful weapon in Hall 8. During the three pre-dawn hours, the Red Army was forced to the fire and their machine guns of the machine to the German main to identify the playing field, which was named as unobscured, had "washed up" a link.

The German set-up from the only Red Factories scenario played at HEROES, with HIP units circled in red. Not in the photo is hexrow W, which contained the remaining HIP HS and the other 81mm mortar.





Mark Blackmore (right) finally gets his hands on the HEROES Tournament Championship trophy!

the afternoon was 'D-Day to the Bulge' and saw 'AP33 Second Cristot', 'WO4 I Don't Like Retreating' and 'G44 Abandon Ship' as choices.

Other than the final and the play-off for bottom place, few of the final round games took place on Sunday, which was the PTO round, 'Fighting the Rising Sun'. The scenario choices were 'J189 Buckley's Block', 'DB136 The Block on the Trail to Hell', and 'J166 Maximum Aggression', and it was the former that was used in the final between Gerard Burton and Mark Blackmore. Having played in four previous finals and failing to win, Mark finally broke his duck and won. This was despite Mark's general dislike of PTO scenarios!

Ray Porter and Magnus Rimvall contested the Wooden Spoon but decided to play 'J154 Cradle to the Grave' instead

of one of the PTO offerings. For once, Ray Porter did not take this home with him as he won, leaving Magnus to take the *Cheaters Edition of Monopoly* provided for us by Michael Davies back with him to Sweden.

Nigella Blair retired from ASL after BFF 2018, and sold all her kit. Joe Arthur purchased quite a lot of this, and donated copies of the *1990 ASL Annual* and *Best of Friends* to use as prizes as he already had copies of these. These were used for the Snake-Eyes and Box-Cars winners, who were Craig Benn (11 Snake-Eyes) taking home the copy of *Best of Friends*. Gerard Burton and Gary Norman tied for most box-cars, with eight each - both already has the annual so left it for use as a prize in the future.

With few games being played, quite a few people had left by lunch-time, even before the prizes were handed out. By the end, only Paul Case and Joe Arthur (who had slept in his car every night over the weekend to save money!) stayed over on Sunday night - Joe did at least book a book in the hotel for the night!

PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	1	0	1
Joe Arthur	6	2	4
Andy Bagley	2	1	1
Craig Benn	6	4	2
Mark Blackmore	5	5	0
David Blackwood	7	1	6
Neil Brunger	6	3	3
Peter Burbery	2	1	1
Gerard Burton	7	5	2
Shaun Carter	1	0	1
Paul Case	4	3	1
Eoin Corrigan	1	0	1
Stefano Cuccurullo	5	3	2
Michael Davies	3	2	1
Richard Domovic	6	5	1
Matthew Ellis	5	1	4
Tony Gibson	2	1	1
Brian Hooper	2	0	2
Paul Legg	4	1	3
Morris Legge	3	0	3
Martin Mayers	2	2	0
Ian Morris	4	3	1
Gary Norman	4	1	3
Pete Phillipps	3	2	1
Ian Pollard	1	1	0
Ray Porter	6	1	5
Magnus Rimvall	6	1	5
Paul Saunders	5	4	1
Simon Staniforth	2	2	0
Neil Stevens	1	1	0

TOURNAMENT RESULTS

POS.	PLAYER	P	W	L	CRUS
1	Mark Blackmore	4	4	0	0 3381.7
2	Richard Domovic	4	3	1	0 3056.7
3	Gerard Burton	4	3	1	0 2863.3
4	Matthew Ellis	4	1	3	0 3590.0
5	Ray Porter	4	1	3	0 2825.0
6	Magnus Rimvall	4	0	4	0 No Wins
7	Ian Morris	3	2	1	0 3087.5
8	Joe Arthur	3	2	1	0 2662.5
9	Neil Brunger	3	1	2	0 3235.0
10	Craig Benn	3	1	2	0 3120.0
11	Paul Legg	3	1	2	0 2825.0
12	David Blackwood	2	1	1	0 2855.0
13	Stefano Cuccurullo	2	1	1	0 2825.0
14	Paul Saunders	1	1	0	0 2345.0
15	Paul Case	1	1	0	0 2345.0

The CRUS column is the average Crusader Ladder rating of the opponents beaten.

Most people did not play the final round on Sunday. Paul Case and Paul Saunders played games to make up the numbers in each round.

HEROES 2020 will take place at the Headlands over the weekend of Thursday 5th to Sunday 8th March.

Ω

THE SCENARIOS

SCENARIO	ALLIED	
AXIS		
I1 Defiance on Hill 30	0	1
A25 Cold Crocodiles	1	1
A29 A Meeting of Patrols	0	1
AP12 Cream of the Crop	2	1
AP33 Second Cristot	1	1
AP52 Into Vienna Woods	1	0
BB3 (LCP) Haywire Communications	0	1
BB4 (LCP) Zoot Suit Boys	0	1
BFP-116 Stop, Turn, Fight	0	1
BFP-117 Silent Bayonets	1	0
BFP-30 Melee Near the Coast	1	0
BFP-40 Advance to Kakas	0	1
BFP-99 Ivanovskii	1	0
BTB 9 Norman "D"	0	1
DB035 A Hotly Contested Crossroads	1	2
DB136 The Block on the Trail to Hell	0	1
FrF98 Amerikanskaya Suka	2	1
G44 Abandon Ship	1	5
HHS Needed Elsewhere	1	0
ITR-1 Dehacle At Sung Kiang	0	1
J154 Cradle to Grave	1	0
J179 Resignation Superman	1	0
J189 Buckley's Block	3	2
J19 Merzenhausen Zoo	0	4
Ko1 Marksmen and Marked Men	0	1
LFT239 Armored Probe at Sidi-Nsir	1	0
LFT251 The Last Drive	1	0
OA18 Parry and Strike	0	1
Q1 Simple Mission	1	0
RB3 Bread Factory #2	0	1
RO6 The Playing Field	0	1
SP108 Searing Soltau	1	0
SP261 Gunning For Gas	1	1
WO22 The Cost of Non-Compliance	0	1
WO4 I Don't Like Retreating	1	0
TOTALS	56	24 32



Magnus Rimvall takes home the wooden spoon, a copy of Monopoly: Cheaters Edition!

Double One 2019



Thursday June 20th to Sunday June 23rd

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 21st 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 2019.

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 (£36.00 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 <https://londonasl.siterubix.com/> or contact the organisers as follows:

Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE

dgcox1966@gmail.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 2019



Russian Factories on Fire

Another Look at Red Barricades

Tips For The Russian Player

Chuck Payne, with contributions and editing by Jeff Shields, and Tim Hunsdorfer.

As with the armoured cupola article in the last issue, this is another article from Jeff Shields' popular ASL website which he ran during the 1990s. This one dates from 1997, and as such as all rules references are from the 1st edition ASLRB and the original edition of Red Barricades - Pete

Although the Germans control the initiative and momentum in *Red Barricades* that does not mean a Russian player must idly sit by just shooting at attacking Germans. The Russian player has quantity on his side and in a battle of attrition will win against the Germans.

Buy Infantry

Buy infantry first and foremost. Buy as much as allowed per day before taking anything else, even if that means taking Militia companies in Reserve. Infantry holds ground much better than armour and squads aren't recalled. In Stalingrad infantry is more manoeuvrable in almost all areas. Make multi-hex fire groups and avoid stacking for the most part. How well your infantry survives will dictate the pace and outcome of the Campaign Game. One goal is to build up their numbers and overcome German quality with Russian quantity. Once you can defend in depth, the German must struggle for every stone Location.

Trade for Commissars

Commissars are pure gold in keeping your lines intact and your squads fighting. They do far more good than the occasional replacement of a squad to the next lower class (A25.222). In fact, conscripts in factories rally on an "8" when stacked with

a commissar. (+1 factory fanaticism, +1 commissar morale bonus, +1 building rally bonus).

Buy OBA

Buy OBA. Buy OBA. Buy OBA. And learn how to use it. It is cheap (although it does tie up a leader). OBA is deadly against troops in low TEM terrain. But the threat of a CH against well-led stacks in high TEM locations is still significant and may well cause them to move to other locations where their FP won't dominate that sector of your defensive line. Buy two OBA modules if possible, because their cost to effectiveness ratio is high. A pre-registered hex is a must for the larger calibre OBA modules, and don't forget to use a Barrage (E12.) to shut down an attack before it starts. The extra black chit is well worth the cost when you consider that you should get a Turn 1 FFE that may catch the Germans before they spread out.

Leaders Lead From The Rear!

Russian leaders are valuable. They're far more valuable rallying squads than leading kill stacks. As a general rule of thumb leaders should only direct fire if they have -2 or better modifier. Don't waste leaders by taking them into CC or by getting them killed or broken in combat. Use them to keep the squads rallied and fighting, and to get those buildings burning when necessary.

Defend The Perimeter

Be sure you can defend your

perimeter before buying Reserve companies. The perimeter is more important than saving a few CPP early in the CG. Ideally the Russian will have 1 squad per hex of frontage, but 1 squad per 2 hexes is practical early in the game. The German needs local superiority at the point of attack (at least 1.5:1). The German will not break through with equal numbers. However, the Russians can counterattack elsewhere if the German thins his static lines too much. One squad per 2 hexes does not allow for much depth. Most of the depth comes from MG nests behind the lines. 1 squad per hex does allow for good depth with maybe 40% in the front hex or two and the rest behind that line.

Avoid concentrating troops too much for a well placed OBA FFE can smash the defences. Yet, in some areas you'll have to bunch up to keep the Germans from breaking through. For example, the Northern Foundry Hall is only two hexes wide so to defend it requires units to concentrate. By buying on-map companies along with two modules of OBA, you reduce the risk of an early German breakthrough. By preventing a German breakthrough, you prevent your squads from being committed piecemeal to the German attack. You also pressure the German into buying more expensive infantry instead of the other nifty reinforcement groups (AFVs, OBA, Stukas and Guns).

Counterattack!

Counterattack as the defender. One of the most important lessons to learn in *ASL* is when to counterattack and how to plan for it. (Many thanks to Brian Youse for his series replay in the *1995 ASL Annual*, where he discusses counter- attacking as the defender. [NB: But be wary, Brian lost in part to his counterattack. -jds]) As the defender, you don't have to sit back and just defend. Be aggressive sometimes and the Germans will be kept off guard. If the German overextends himself, then rip that area apart with a local counterattack.

If the German is strong in one area, try to neutralize that area by counterattacking in a weakly held area. The German must also defend his perimeter even though he may have better long range FP, the Russian should have the numbers! Punch a hole in the lines and watch how fast the German moves units to close it up. These units are taken away from where there most wanted.

If the German still has off-map reinforcements, make him commit them



into the threatened area. Make him reinforce failure instead of success. (Or else he'll watch you recapture some serious killing grounds.) Expect some factories to change hands 8- 10 times if you counterattack.

Maintain Local Reserves

Local reserves should be located behind each sector of the perimeter, and they should contain a leader and 2-3 squads ready to commit to any German breakthrough. They should be far enough behind (5-8 MF) the lines to be out of LOS from likely German kill stacks and OBA observers. SW are useful, but not essential for these squads.

Use 5-2-7s or 6-2-8s if the expected combat range will be two hexes or less. Otherwise use 4-4-7s, or 4-5-8s. Do not use 4-2-6s as local reserves; they cannot support an active defence. The leader should be at least an 8-1 or a commissar. There will generally be units for the leader to rally so keep the better leaders ready to bring in the reinforcements.

Local reserves are a must on Day 1 simply because the lines are thin extended. Don't underestimate their importance.

Heavy SW

Keep the heavy support weapons back. They should be far enough behind the lines to prevent their loss if their manning unit breaks or is eliminated. Resist the urge to put them 2-3 hexes behind the front lines in a Fortified Location. The SW will either be lost or the Russian will spend an inordinate amount of time and effort to retain it. Captured German MMG are ideal for a frontline defence because squads can rout with them!

Learn When To Retreat

Learn when to pull back. Concede territory to avoid having your rout paths cut. Delay is fatal, but early withdrawal can be, too. Squads, leaders and SW are quickly lost when they are unable to rout or are trapped in areas from which they cannot fall back.

Routing to an upper level only delays the inevitable loss, and generally does not buy extra time.

Factories Afire

(Note that one of the major rules changes introduced in *Red Factories* is that Kindling is NA (O.2RF1), making this advice more difficult to achieve - Pete)

Be ruthless with fire. Torch buildings on the day you expect them to fall or earlier if those locations will be entirely behind your lines. Deny their use to the Germans. Blazes are a fool-proof barrier that neither side may penetrate.

The key buildings to burn are the Northern Manufacturing Hall (O6), buildings B12, B17, B23 and X9. Use Molotov Cocktails in these buildings instead of SW. Molotov Cocktails will cause a flame one third of the time in either the user's



Location or the enemy's Location.

Make those entering German units spend the extra MF to cross Rubble or risk taking the low TEM routes around the burning buildings.

If the buildings are left standing, the Russians will pay a high price later to upper level German kill stacks with LOS over rubble or hindrances.

The Great Equalizer

Russian squads should seek close combat of 1:1 odds or better unless CX. Russian squads are Stealthy if first line or elite. This is a significant advantage in CC (-1 ambush dr). Even concealed militia have a net -1 drm for ambush (-2 Concealed, +1 inexperienced).

Don't forget, an even trade in CC is a Russian win. As per Brian Youse's rule-of-thumb, the Russian should initiate 10-15 CCs per Campaign Game day. CC is the easiest way for the Russians to kill German squads and AFVs. Russian squads are much cheaper to replace than the expensive Sturm squads, and 6-2-8s and 5-2-7s rule against 4-6-7s and 5-4-8s.

Russian Kill Stacks

Concentrate on killing the German's best leaders and any unsupported armour. Use Russian HMG or MMG kill stacks; they pack a strong punch. They're the only reason to risk leaders under enemy fire.

Your 9-2 leaders will tend to have rather short lives as a result, but the payoff may far exceed their loss.

Remember, too, that the Germans have more range with their MGs than the Russians. Either put your kill stack within normal range (typically 10 hexes) of the German expected setup locations or else keep them more than 16 hexes away. Avoid putting your heavy weapons either 11-12 hexes away (when the German inherent FP is still within long range but your inherent FP is not) or 13-16 hexes (when his HMGs are at normal range but yours are not).

Keep the firepower exchange as close to even as possible. Putting a 16FP stack up against a 24FP stack is a losing proposition. The Russian cannot afford for the German to have several well-led and well-positioned kill stacks. Learn to guess where the German kill stacks are likely to start and position the HMGs and MMGs to nail those locations.

One trick is to give Russian kill stacks HIP, and thus give them two consecutive attacks (DFPh and next PFPh) before taking a return attack.

Use Those Light Mortars

Lesser support weapons are useful. Don't discount their utility. As the campaign progresses, the Russians will have an abundance of 50mm MTRs. This mortar has a 20 hex range, so use it to advantage. Give a single 4-4-7 or 5-2-7 two mortars and

Rules Changes in *Red Factories*

There are a few rules changes between the previous editions of *Red Barricades* and the version released in *Red Factories*. Listed below are some of the major ones:

- Kindling is NA (O.2 RF1)
- Rubble is now also Rout and Rally Terrain (O.2 RF8)
- The DEFENDER can declare H-t-H if he ambushes the ATTACKER (O.2 RF11)
- The German Stuka RG get an additional aircraft (i.e., 2-4) (O.2 RF9)
- Blazes no longer automatically cause Rubble when extinguished in the RePh, they can cause Guttled buildings instead (O11.6094)

Naturally these changes also apply in *Red October* as well.

No doubt a more comprehensive list of the changes will appear in the *ASL Journal* at some point.

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set it up on a 2.5 level rooftop well behind the front lines (and preferably out of the 13 hex range of the German 50mm MTRs.) First exhaust the ROF of one mortar then switch to the other mortar. Don't worry about losing Acquisition. The high ROF means there will be plenty of shots, and each will strike fear into the German when they're unleashed. Sooner or later these 50mm shells will score a big hit! It's very disconcerting to have a unit (especially an AFV) take 6 or 7 consecutive attacks that might be a critical hit or an effects DR low enough to harm it.

The eastern side of the map offers the most quality and quantity of locations for this tactic, but the roof locations of K27-K30 and P33-P34 give excellent views of other sections of the map. T21.R has a good view to the northeast and west. Who knows if it might surprise a Kraut in open ground in A21 or so?

Battle Hardening

Battle harden units for manning the critical SWs. You'll want enough 4-5-8s to man every HMG and MMG. After that, you'll want 6-2-8s to help in the factories. The 4-5-8s extend inherent range by 2-3 hexes plus add an additional 14% to surviving a NTC. Since most of heavy weapons are not in the factories, the morale boost is even more important for their survival. [NB: There's plenty of room for disagreement here. Several people prefer to Battle Harden Conscripts and for very good reasons. They gain a MP, they no longer add +1 Breakdown to SW usage, etc. -jds]

Make Smoke

Use MTR, INF, and ART for SMOKE. With the Heavy Weapons platoon, the Russian player has access to the 82mm MTRs and Smoke. If the 82mm MTRs are placed on factory rooftops out of German LOS, then use an HIP 4-2-6 as its spotter. The factory rooftop still gives the factory

Which Russians to Battle Harden in *Red Barricades*?

MB, Michael Black; PM, Patrick Manlig; and BY, Brian Youse.

MB> Some people Battle Harden Conscripts. This would be my last choice. I would always Battle Harden 4-4-7s to 4-5-8s. The Russians need high morale troops outside the factories, too.

BY> Battle Harden the 4-4-7s to 4-5-8s. It's the way to go. Conscripts serve one purpose; soak up the FT shots in the factory where they have decent morale. You only get a few conscript COY and there are lots of factories to defend. They'll not live past the big factories anyways. 4-5-8s on the other hand, are manly troopers for this game. They defend nicely in the factories, they stack well with commissars, and can attack w/a reasonable chance of success.

MB> Why would anyone Battle Harden Conscripts?

PM> Because Conscripts make up most of the losses. Because Conscripts have 3 MF while First Line squads have 4 MF. Because Conscripts are Lax and Inexperienced (decreases B#) while 5-2-7s are Stealthy and get Assault and Spraying Fire. Because the 5-2-7s have one higher Good Order morale and two higher if Broken. Because Conscripts are useless except in the factories where they are marginally useful. Outside the factories they Disrupt and have an irritating tendency to die when they won't rout away. Outside the factories they're only good for being targets.

4-5-8s may be cool, but promoting Conscripts makes them useful instead of being dead during the next scenario.

morale bonus and a conscript does just as good a job of spotting as an elite unit.

Locate ART or INF guns with a LOS to probable German kill stack locations, then neutralize them with Smoke. This tactic is often overlooked by overly aggressive or less experienced players. Don't let the German be the only one neutralizing strong-points. And since roofs are playable locations, a level 1 building does not block your LOS to a two story building!

The sleaze move is to fire smoke at the roof and bury the level 1 Location in smoke without the enemy getting any return shots at your Gun. The only negative is you must add +2 for using Area Target Type against a hex without Known Enemy Units (to the firer). That's no worse than using Spotted Fire.

Know The Terrain

Determine which buildings dominate a sector. For example, whoever controls building X9 makes defending the Northern Manufacturing Hall untenable. BB18 controls much of the ground in the east if a powerful kill stack or gun is setup there. Even X15 with a kill stack can reach out and touch German reinforcements moving around hex O4, 16 hexes away! That's close enough to strip concealment and possibly have long range fire at -2 DRM or better.

Mortars on the roof of P34 have a view of nearly half of the western map edge. P18 or R18 have a LOS both to M6 and into the X9 area. An OBA observer or kill stack here can dominate a lot of vital territory.

Study the map to find the upper levels that will help you control the ground. The time to hurt the enemy is when he must cross Open Ground, shellholes, debris, and orchards. The greater your field of fire, the more you can push German squads into your killing zones. Conversely, there are times where you want a limited field of fire to create a choke point. For example, G22 does not have any great LOS to the ground near it. But it can be painful for any Germans moving from the F row buildings towards the Northern or Southern Foundary Halls.

Sewers

Use sewer movement shamelessly. Not to squander a tremendous Russian advantage. Conscripts emerging from the sewer still have a net -1 drm to CC if entering Concealment terrain. Nothing is more satisfying (other than killing the Germans outright) than seeing Sstorm squads self-break to avoid CC with a Concealed Conscript emerging from the





sewers. Of course, the German doesn't always know if the Concealed squad is a 6-2-8, or a 4-2-6, and most players aren't about to risk being ambushed with a net -3 Ambush drm and Hand-To-Hand CC sure to follow! Of course you'll gladly exchange a 4-2-6 for a 5-4-8!

And don't forget that sewers provide excellent avenues to attack armour.

Militia Aren't Trash!

Militia squads are not all trash! Use them to hold the factories and advance into CC against German units that are not in Ambush terrain. They move through the sewers easily too. Try to have the 4-2-6s give their SW to First Line or better squads during the initial RPh, or risk having their Support Weapons break (+1 DRM for Inexperienced Infantry).

One tactic the Germans can try is to attempt to capture the conscripts in CC (-1 for Inexperienced, A20.221). Captured units can be interrogated (E2.) to disclose HIP positions.

Beware the 23rd September

Beware the 23 Sep Campaign Date. It allows the Germans to enter along any hex of row A whether Controlled or not! Thus, the Russian frontage grows from maybe 45 hexes to 68 hexes overnight. This sudden increase can force the Russian to thin his lines, and may, in effect, cripple him for the remainder of the campaign.

To counter this threat place a Reserve militia company in every +2 and many +1 TEM hexes in the A hexrow with one or two more Reserve companies (Rifle and SMG) backing them up in rows B and C. Typically, these Reserves are from A25 to A45 and three rows deep. Add a few squads with a MMG or two in upper level buildings behind them as local reserves and to provide covering fire. Then dare the German to enter here. Remember that a unit may only exit the map from a hex edge that is currently Controlled, and is so at the start of the scenario! If German squads enter here they unleash a firestorm, and have no safe place to rout (CG13). Thus, any German unit forced off the map will be eliminated (*if the fail a MC - Pete*). While probing HS

can strip Concealments and give the German temporary advantage in the ensuing CCPh, thereafter they face encircling fire from the activated Reserves, much of it as PBF. To have a reasonable chance at holding this beachhead requires the German to commit one or two companies with armour support as a minimum. If the Russian has OBA support available if needed then the German may face the unenviable choice: retreat or die? This situation is ideal for placing Reserves where they really can do a useful job. Either they will be activated in quantity if needed, or they protect vital ground if not challenged.

To defend against a potential Armoured Blitz on hexrow A, one may be able to place an AT gun, a T-34 M43 and several ATRs and a number of MGs. These pieces are placed to cover the more open areas that are not accessible to street fighting. If the German expects to hold his gains here, he must commit a large number of CPP including armour, two companies, and an off-board observer to this sector.

Hoard Attack Chits

Hoard attack chits for the mid game. When you start a Campaign Game manage

your resources so you can counterattack over several consecutive days starting around 29 Oct to 2 Nov. This period may be the only time when the Russian can rebound enough to drive the Germans back and reshape the perimeter to the advantage. Remember that the Russian can only take one attack chit per 4 CG days completed (O11.6231). During this time the German may only buy 1 company or less per day while the Russian may buy 2 to 4 companies per day.

The German will probably have to take Idle days during this period, so plan for some night attacks at a time when you're gaining in relative infantry numbers. The goal must be to infiltrate the German lines to recapture lost territory, to kill enemy units and to isolate significant amounts of German infantry and armour. Don't forget that the Germans are Lax at night, so even conscripts will be even on ambushes. Be sure to have the 82 MTRs and OBA fire IR to support the attack. Night scenarios give the Russian his best chances to force the German into very large numbers of close combats. Night is also the ideal time for that gloriously massive human wave.

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German Factories on Fire

Another Look At Red Barricades

Tips For The German Player

Tim Hundsdorfer, Chuck Payne, Jeff Shields, and a couple of unknown contributors

This is the accompanying piece to the article looking at Russian play in Red Barricades - Pete

In *Red Barricades* the initiative and momentum are squarely in the hands of the German player. Coordinated, combined arms attacks are the call of the day. They can absolutely devastate Russian positions especially early in the game when the Russians are spread thinly over the board. The German player must avoid at all costs a head-on battle of attrition. It's meeting the Russian on his terms and doesn't take advantage of the German mobility, initiative, and the striking power of the combined arms.

Attrition will kill the German in *RB*. Manoeuvre will win the game. The Germans enjoys a tremendous qualitative advantage, and can purchase inexpensive, effective armour as well. The T-70 is more expensive than a Panzer IIIH, yet the Panzer IIIH is wildly more effective. German leadership is more plentiful and more effective than Russian, and gives the German force extra staying power.

The Germans have better, more effective and more plentiful support weapons than the Russians as well, not to mention Stukas, and superior Smoke capabilities.

The Armoured Blitz

The Armoured Blitz is an option available on Turn 1 of CGI or CGIII, and again on 23 October. Basically, the German player purchases a platoon of tanks (preferably StuGs), and a platoon of

halftracks, or two platoons of tanks (Panzer IIIs and IVs) and one of halftracks. The tanks are used to punch a hole through the Russian defences in the open terrain of the NE corner. As soon as a breach develops, the halftracks go through loaded for bear (4 SPW with 6 squads, and 4 crews with the LMG off the SPWs) and drive to capture every Strategic Location they can. Since the Russians can't defend in depth on day 1, the blitz has a high chance of success against the standard Russian CPP purchases.

On following days the German consolidates his gains with infantry purchases, knowing that the Russian may have to use a valuable Attack chit in an effort to regain territory. The Russians, with 8CPP, has few options: purchase ATGs or INFs on Day 1, and be susceptible to an infantry attack, or purchase infantry and be susceptible to the blitz. Note that the Russian player has few anti-tank weapons available on day 1 (2x ATR, 2x 45LL ATG), and well-placed Smoke rounds from pre-registered OBA or StuGs may neutralize the Guns.

If the Russian expects the blitz, then 3 trenches in hexes V5, X5 and Y3 along with an A-T ditch in W6 may hinder the penetrations. The cost is 42 FPP, not cheap. Or they can seal off the whole board by adding trenches at F7, E9, D10, and C12 - still without spending CPP. But the Russian then has little left for dummies, and the soon-to-be-captured trenches give the Germans good terrain. Don't forget that all entrenchments are placed on map (this is one of the advantages of using roadblocks; the disadvantage being that roadblocks can

be cleared during play.)

Sturm Cloud Rising

This is the standard German strategy in *RB*. The Sturm company hoofs it onboard under cover of smoke from preregistered OBA. Kill stacks take on the Russians in the NE corner with a feint in the NW corner or vice versa. The assault must carry over Open Ground so Smoke and armour are crucial to crossing the terrain. In this strategy the goal is to kill as many Russian squads as possible, as early as possible. Try to achieve a kill ratio of 2:1 or better. Disrupt the Russian defensive positions through coordinated assaults. Each time the Russians retreat they will have to invest CPP into home improvements. These are CPP not spent on infantry. This can be really wasteful if forced back every day.

Hybrid Attack

The Armoured Blitz is a risky but fascinating strategy. Risky because the tanks may suffer recall on day 2, and because it's like putting all of your eggs in one basket for a 13 or 30 day CG. The Hybrid Strategy gives the German more leeway in the attack. For this strategy, the player purchases 1-2 tank platoons, Stukas, OBA, 81mm MTR, and uses the remainder to purchase either halftracks or additional infantry. The infantry probes the defences for weaknesses with the AFVs giving support and breaking through where possible. The halftracks carry forward but only in a limited drive to kill as many Russian squads as possible. Note that the German player doesn't have to enter his entire force. If the blitz routes are closed, save the SPW for later and attack in the NW corner.

Kill Stacks

German kill stacks are a necessity early on, but after the strong-points have been broken, spread out to avoid the effects of OBA. The German usually accumulates enough MG that a multi-location fire group is possible (giving away the -1 or -2 leadership modifier). However, there are also times (within the factory, for example) when you'd rather be in a stack than spread out. While OBA is a concern, so is the sniper, and a -2 leader needs that stack to protect him from the sniper.

A good rule of thumb is to never (rarely) stack more squads with a leader than the leader's negative modifier. Thus, 2 squads with a 9-2 leader. As long as the kill



stack's leader doesn't break it's great. But once the leader breaks or becomes wounded, then the stack will generally fall apart.

Concentrate on killing as many Russian squads as possible. Use those high FP kill stacks. Remember, too, that the German has more range with his MGs than the Russian.

OBA - To Rocket Or Not?

OBA is a good purchase. At 2 CPP, you won't find a RG that gives you more firepower and flexibility than Battalion Mortar. Off-Board Observers and Pre-Registered hexes are nice extras. On Day 1, the German will almost always attack on two axes - the right and the left. Having the OBA you bring down on turn one as smoke is a great way to eliminate Russian DF options. Smoke will undoubtedly help you on the first day, and remember you can call for an FFE on turn 1 with a Pre-Registered hex. The greatest problem with OBA is, unlike armour and infantry, it doesn't help your ELR situation when it becomes critical.

To break resistance in most areas, however, you will need heavier OBA, and the price escalates rapidly with calibre. The exception is Rocket OBA, which yields a good attack at a low cost. Always buy a pre-registered hex with ROBA. You only get one fire mission, but it covers a large area, and can be enough to breach the Russian line.

Don't underestimate the effect of an Attack day where you buy nothing but OBA, sit back and hammer the Russian position - you can still win on CVP and the only way the Russian will win is by coming after you! This is an interesting strategy as it may buy time enough to reorganize for a major assault.

German OBA is much more expensive than Russian OBA for a similar HE payload on a per module basis. The German has a couple of advantages, though. German OBA has normal or plentiful ammunition on a modified DR of ≤ 8 , with plentiful ammo on a modified DR ≤ 4 . The Russian has scarce ammo on a final DR of > 8 . This seemingly small difference is actually quite large since the Russian does not usually have negative modifiers while the German often does. The German can expect 1-2 missions more per day with his draw pile than the Russian can expect, which reduces the cost per mission.

The German also has two options the Soviet player does not. First, the German player can buy an off-board observer for 1 CPP. An off-board observer always maintains Battery Contact, and he never breaks. He may be located in any map edge hex between N0 and AA45 provided that hex is German Controlled at scenario start. The observer is treated as being at Level three, but note that most of the map is Level



1. The only disadvantage of the off-board observer is he can never adequately see the eastern half of the map.

Another option available to the German is the spotter plane. An observer in a spotter plane can move to any map-edge hex and trace a LOS to any hex subject to normal aerial rules. The spotter must make a sighting TC, but at least if the SR is on-map he can see it. The spotter plane is subject to weather restrictions and to directing only 100+mm or 150+mm OBA modules excluding rocket OBA. It's rare to see the spotter plane used. I suspect that between the contact DRs, sighting TCs and blind hexes, the spotter plane is risky for directing such an expensive asset. For certain cases though, such as a large assault from the east, it may prove useful despite the risks.

Not every OBA mission must use HE (EXC: 150+mm module). 80+mm and 100+mm OBA may fire Smoke missions to cover the attack's avenue of approach. Also, Barrages (HE or Smoke) are available if that module has a Pre-Registered hex. The only requirement is the barrage must be aligned on a hexgrain running north-to-south (i.e. all barrage hexes are on the same letter hexrow with the PR hex in the centre of the nine hex wide FFE.) Smoke is often used to neutralize Russian strong-points while the German infantry closes in or bypasses it. Rolling barrages are not available in *RB*.

Don't forget harassing fire either. While harassing fire may not cause great casualties, it can hinder the Russian from shifting his forces to stop a German attack. Plus, any critical hit is still resolved as double the normal FP.

The primary disadvantage for the German regarding all OBA is its relative cost. 80mm Battalion Mortar OBA costs

2 CPP. 100mm OBA costs 4 CPP and 150mm OBA costs 6 CPP. Pre-registered hexes and other options add to this cost. Only Nebelwerfer rocket OBA is relatively cheap at 2 CPP, but it lasts for only one mission and cannot be corrected. Thus, a Pre-Registered hex is usually considered a must with Rocket OBA. What the German pays in extra cost must be offset by gaining an increased number of missions with minimum time spent with Spotting Rounds. Thus, the additional cost of a well located off-board observer and/or pre-registered hex may make the module much more effective than a similar Russian module especially in a 6-7 turn scenario where the second red chit is never drawn. For large calibre OBA, at least one Pre-Registered hex is cost effective. Even if the first mission is taken as an immediate FFE requiring an extra chit draw, the German should attempt it in order to maximize his number of missions. 70% of the time, he will get the needed black chit too.

The German also has a much better radio than the Russian, so his observers are not necessarily forced to use field phones. Once the German player controls some level 2 buildings with dominant LOS, field phones will be used most often. Field phones are more reliable than a radio and the OBA observer is generally static in *RB* scenarios. However, in some circumstances a leader with a radio may be more useful. The radio option should be kept in mind, particularly if the German player breaks through the Russian lines.

80mm Battalion Mortar OBA is essential if the Russian launches a night assault. For this reason, the German may want to take a module of 80mm Battalion Mortar OBA anytime he plans to go Idle, just in case the Russian takes an Attack chit. This technique will be essential if the

German player doesn't have 81* MTRs in his order of battle (they are capable of firing IR too.)

At night the observer can place an Illuminating Round (IR) any multiple of 6 hexes away from his location even though he does not have a LOS to that point. If he has a LOS to an enemy unit or a Gunflash, then he may position the IR anywhere along the LOS to the enemy unit/Gunflash. For purposes of firing an IR, the chit draw is made but it is shuffled back into the draw pile after the mission is completed. Presumably, if a FFE were fired its chit would be permanently removed.

In conclusion, the higher cost of the German OBA is mostly offset by the higher number of expected missions per module. The German does have a wide variety of options to use to maximize his OBA effectiveness, such as HE, or smoke, barrage or normal FFE or harassing fire, radio or phone, PR hexes, off-board observers and spotter planes. By carefully choosing which of these to employ during any scenario, OBA should be effective in opening the Russian defence to exploitation by the German Landers and inflicting Russian casualties. The only decision the German must make is when to buy OBA versus some other necessary asset.

Stukas

Air support, in the form of Stukas, is perhaps the best bargain of the CG. At 1 CPP, no other RG (including OBA) gives you a longer arm, or is more invulnerable to Russian counter measures. A player must, if possible, take every Stuka RG available to him during a CG. The Russian can only pray for rain.

Stukas essentially halt Russian movement. Your opponent must face either the necessity of purchasing RG on map or recognize that Stukas will hold up the RG

on it's way to the line. They are **HUGELY** successful at this. For one, the Russian loses the ability to stack move his reinforcing company - robbing him of leadership bonus to the vast majority of his units and forcing units to lug heavy support weapons at a snail's pace. Remember Stukas Pin target units when making a Point Attack (E7.403). Further, the ability to lay 2 Residual FP in four straight hexes with a strafing attack is a nice impediment to movement. The bombs are a nice deterrent to the purchase of armoured units as well.

Stukas are virtually untouchable. For HMGs or MMGs to fire AA, they must be setup outside a building, a risky venture for the Russian.

Stukas require a little patience to use effectively. Don't just jump on the first squad moving in the open, there are often bigger fish to fry. Another use for Stukas is to strafe factory rooftops for HIP OBA spotters at 2 FP (+0). Sighting TC may interfere with this though, but generally a known unit can be worked into the strafing run.

Stuka Advantages

1. Possible chance to kill or stun even a T-34 with its MGs due to guaranteed aerial attack and rear facing modifiers (Final TK# = 3 [4 (39F MG) - 3 (Aerial AF for T34) + 1 rear facing + 1 (Aerial attack)]). [NB: Stukas always use the 39F column, and CH and Penetration are NA.]
2. Automatic Pin happens at the end of the Stuka point attack. Thus, FFMO and FFNAM apply until then.
3. Bombs attack at 36 FP if they hit. Use black TH# and secure direct hit if =< half TH#, else half TK# if a near miss against armour (TK# vs. T34 = 15 [16 (200 mm) - 3 (Aerial AF) + 1 (rear facing) + 1 (Aerial attack)]. A miss results in No Effect. Best if used against infantry in low TEM terrain. Devastating when successfully hitting an infantry strongpoint, but TEM and concealment can make it difficult to hit.



concealment can make it difficult to hit.

4. Roams the entire battlefield. Can generally see almost anything if sighting TC is passed (especially if targets are not concealed or HIP), and virtually guaranteed vs. armour.
5. Impedes movement of off-map reinforcements, and hinders the shifting of forces internally. This may be what Stukas are best at,

interdiction.

6. Attack affects both moving and stationary targets. Only case where this happens in MPH.
7. Can keep important Russian rally points under DM.
8. Point attacks and regular strafing attacks are available. Point attacks are at 0-6 range, but only affect one hex. Strafing attacks are at 7-12 range but affect 4 hexes.
9. MG and Bomb attacks affect all locations in a hex if in LOS of the Stuka.

Stuka Disadvantages

1. Weather must be clear to have Stukas available. Overcast conditions tend to hang around for several days at a time due to modifiers. Stukas not available during a Night Assault either.
2. Turn of entry is unknown, so their effectiveness can vary greatly.
3. Random dr / 2 (FRU) to determine number of Stukas appearing. 2 CPP for just one Stuka is expensive, but for 3 Stukas is a bargain. May be too much of a gamble for some situations.
4. Must pass sighting TC to attack. Possible mistaken attacks can occur (generally the sighting TC is not a problem against known units due to -2 DRM.)
5. Malfunctioned MGs can recall Stuka.
6. Difficult to obtain a hit with bombs against infantry in hard targets. Even more so if the Location is Fortified or units are Concealed, assuming the sighting TC is passed.
7. Stukas only attack during the Russian MPH and German DFPh. If the Stukas do not appear before the end of the day (or if that day is an Idle date), then the Stukas are lost instead of retained.

Infantry Purchases

On Idle days take infantry in reserve. Reserve restrictions are little more restrictive than No Move restrictions, should the Russian make a night attack. Saving CPP is a huge advantage for the German, as the German has a much better idea of when Idle days are coming than the Russian. However, be very careful about taking too many Idle days.

ELR is a concern, but not an overriding factor. Taking an Idle day before you have dropped at least one level of ELR serves no purpose, unless you've taken infantry losses you can only replace by taking an extra day. "Breathers" help the Russian much more than they help the German. Note, too, that ELR modifiers can and should be manipulated through purchases of low-cost armour and timely purchase of elite units.

Blitzkrieg! Armour in Action!

Use your armour. The Panzer IIIH is a tremendous bargain at 3CPP. They are fantastic units for creating encirclements and

destroying Russian strong-points.

Use your armour with skill. But, don't give the Russian opportunities for an easy Street Fighting kill. Be aggressive, not foolish. Units can be locked up by a bypassing tank, allowing a half squad to waltz up (what do you expect Germans to do? Foxtrot up?) and place a demolition charge on the now-helpless unit. Tanks also cut rout paths and provide mobile MG platforms for the attack.

Do this exercise: Buy a platoon of Panzer IIIHs, and resolve that you will lose them by the end of the day. Don't be foolhardy, just plain, old fashioned downright aggressive. Drive them into the factories. Lock units in bypass. On the other hand, you might try buying 100MM OBA and blowing up the offending T-34s! However, vehicles do not take stone Locations - only infantry can do that.

To kill the T-34s, you'll need to purchase the Panzer IIIH, Panzer IVF2, and/or StuG IIIG. The Panzer IVF1 is an excellent value with 8MG factors, the powerful punch of the 75* (plus almost unlimited Smoke, HEAT, and a good enough AT capability to kill T-70s). But to kill the T-34, you want that 75L gun. The F2 has the sweet MG, but the StuG has the low profile - always remember to cover the StuGs with a 4-6-7/LMG stack (at least). If the T-34s have to worry about the 75L, they'll let the Panzer IIIJ/L slip past - and the J/L has plenty of punch to do kill them, especially from the side and rear.

Guns

Guns are generally a bad buy for the Germans. Why? Because they can't manoeuvre! Indeed, Guns are virtually the same CPP cost at the tanks, yet they're static! Nonetheless, there are times when the German will want to add punch to a strongpoint, or give added Smoke-making ability to the troops (use MTR, INF, and ART for SMOKE.)

Guns also have a couple of advantages over AFVs. They can't be Recalled during the RePh. If in the proper terrain, they can set up HIP at the start of the day. They often have higher ROF than tanks. Their special ammo includes Smoke, and Heat, both of which can be effective in dealing with enemy tanks. Most guns can fire IR. Guns can also be notoriously difficult to attack with armour. The utility to the German player may be limited, but there will be opportunities to effectively deploy them.

German guns need broad fields of fire to be most effective. A LOS down a long city street can provide sighting for Smoke. Or a LOS into a series of critical factory hexes may ensure lots of action for the cannon. But don't forget that Conditional ROF, and doubled penalties apply to



covered arc changes in building/factory hexes.

Other Tactical Tips For The German

To avoid Russian OBA, don't stack.

Use Smoke, AFVs, or VBM Freeze to cross open streets.

Reduce strong points with concerted, coordinated effort. VBM freeze can work well to neutralize a strongpoint, but Smoke can be just as or even more effective.

Avoid CC. The Russian has much more to gain. Sewer movement can be a painful reminder that CC is dangerous to the German.

Study the terrain to determine which buildings dominate a sector. Height advantage from the Chemist Shop, and Commissar's House can be devastating.

Use the 23 Sep campaign date to your advantage.

DEBRIEFINGS

This is the latest errata for *Red Factories*, which was posted on the MMP website on 7th April 2019.



O5.7 line 12, replace "ROW13-W14" with "ROW14-W15".

O11.58 After the paragraph which begins "Combined CG Victory Assessment", add new paragraph: "CG Initial Scenario SAN: Russian CG Initial Scenario SAN is 4, and German CG Initial Scenario SAN is 3."

O11.6231 line 1, delete "RUSSIAN". Line 1, after "each CG" add "[EXC: RO CG III]". Line 6, delete "; CG III: 4". After the last sentence, add "This limit applies to the Germans in RO CG III, in which they have a maximum of 4 Attack chits."

O11.6234 at the end of the first sentence, add "[EXC: maximum of 4 in RO CG III]".

Scenario R01 "Blood On The Tracks" Replace VC with "The Germans win at game end if there are no Good Order Russian MMC on/west-of hexrow K and/or by Controlling ≥ 1 building on/east-of hexrow M.". In SSR 3, at the end add "Place stone rubble in hex R33."

Scenario R05 "Men Of Steel" In the German OB set up instructions, after "Locations" add "and/or Trenches adjacent to building/rubble".

Scenario R06 "The Playing Field" In SSR 1, delete sentence "Place a Flame counter in hex F27."

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Lamentation Points

A New Optional Rule

Enrico Catanzar

Lamentation Points (LP)

What? A number of times you are free to blame the dice, the opponent, the fate and nobody will accuse you of bad behaviour during the scenario. 1 LP spent = 1 one-time lament.

Why? To decrease tension during the play because now the bad luck can be measured, it is not anymore subjective, and any player can demonstrate his Rommel-esque plans eventually do not work for external factors (traitors dice!) and not for the opponent's superior skill, if any.

How? Each player receives at the start one Lamentation Point (LP) for each 3 full turns of scenario length. These points can be expended at any time during play to whine for the bad events occurring during the game. This does not affect the game, but relaxes the player. Players gain more LP during the game when they roll critically high or when some specific unfortunate event happens (see the table below). These new LPs can be immediately spent or saved for future later use during the scenario. Each serious and motivated lamentation costs 1 LP.

With which scenarios is it compatible? With any scenario. Being an option, both players must agree to use the Lamentation Points.

Any requirements? None, just be ready to allow your opponent can freely whine aloud against the dice, you, or your excessive luck, despite any tactical or *ASL*-esque consideration of good sense. You cannot ask him to not spend his LP and accept the events quietly as per normal *ASL* etiquette; as long he still has LPs remaining he can spend them to whine.

Who will be interested? Any player that would quantify his bad luck during games in a measurable way, and gain the right to relieve his tension for adverse results while not breaking the *ASL* etiquette. The gentlemen agreement prohibiting whining despite whatever happens on the table is suspended for a moment when someone plays a LP.

Disclaimer: believe it or not, *ASL* is a dice game, and LPs are for fun, no event in the table can legitimate personal offenses, physical attacks, or impolite behaviour at any time!

About 15 years ago an Italian *ASL* player (now moved to different hobbies) had the idea above I'm sharing now.

Lamentation Points help to manage the hydrophobic attacks of several (mostly Italian at that time) players not always ready to recognize the opponent's superior skill.

The whole concept is a joke, of course, but anyone can try for fun to see if the option works for his games and see if luck goes one way or is evenly distributed. Spending the LPs to insult the opponent is not strictly necessary and you can just count how many times a special unlucky event happens against you!

The basic idea is that DR are not equal, so even a perfectly even average of DR during the game means nothing since the really important DR in a *ASL* scenario

are typically less than the 40%. If you have a fair luck in that 40% DR you can be badly unlucky for the rest and still be in the position to win. While the original author has left the hobby, even he probably never accepted the presence of a strong component of luck in the game, but I think his idea to measure the real bad rolls, is, at worst, not harmful.

A recent post on FaceBook made by a guy not accepting the randomness of the *VASL* dicebot made me remember this old option, and so - after a light revisitation - I offer the lamentation system here.

Have fun and lament with moderation!

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LAMENT POINT TABLE

gain 1 LP for each following event, more gains are possible if the same event happens more times.

RALLY PHASE

if the opponent Rallies >3 MMC currently under DM in the same Rally Phase
if the player fails > 2 Rally attempts requiring DR < 8 in the same Rally Phase
if a player misses a weapon recovery > 2 times in a row

FIRE PHASE

if a player tries unsuccessfully >3 times in a row to place SMOKE/WP having a TH > 7
if a Ordnance/Radio/FT Malf or is Xed out at its first use
if a player rolls > 11 on a IFT attack on any >16 FP column
if any player's unit is eliminated due to Falling Rubble (+1 LP per unit eliminated)
if any player's unit breaks/CR following an IFT attack that causes a K/MC only on a DR < 3 (any DR >3 would be NE or just a PTC)
if any player's unit breaks/CR is eliminated following a Ordnance attack after a TH DR < 3 (any TH >3 would have been a miss)
if any player's AFV is destroyed/immobilized following a TH or a TK < 3 (any TH or TK > 3 would have been a miss/NE)
if the player fires a Dud
if an enemy SW/Gun maintains ROF > 2 times its ROF number. EX: if a ROF 2 weapon maintains ROF four times; +1 LP for each following attack maintaining the ROF. Note the LP points gained under this item cannot exceed the number of MMC broken/KIAed or suffering CR and/or Destroyed/Immobilized Shocked AFVs in the phase by the said SW/Gun

MOVEMENT PHASE

if any player's AFV suffers a Mechanical breakdown during Game Tturn 1 or 2 OR at anytime if rolled as its first Mechanical breakdown DR of the game
if any player's in motion/non stopped AFV is destroyed by a LATW at > 3 hexes of distance
if a Random Selection for Mechanical breakdown affects > 2 AFV (+1 LP if affects 3 AFV)

CC/MELEE PHASE

if the opponent successfully ambushes your unit(s) despite his higher Ambush drm
if the player rolls 6,6 or the opponent rolls 1,1 in a CC/Melee Attack

AT ANY TIME

if the opponent activates the Big Sniper (dr 1) three times in a row even if in different player turns (i.e. no Enemy SAN activation dr >1 in the meantime) . +1 LP for each (dr 1) following consecutive activation
If the Enemy Sniper kills a Leader that causes >2 MMC in his location to break/CR following the failed LLMC
if the Enemy creates an Hero
if the first OBA Chit drawn is Red
if the player rolls a Random Selection for CR and selects > 3 targets

FOR YOUR TOMORROW

KOHIMA 1944

Announcement

Shaun Carter

After a long hiatus, work has resumed on the development of a *HASL* module on the fighting at Kohima in north east India from April to June 1944.

The Battle of Kohima

In the first week of March 1944 Japanese forces in India launched the 'U Go' offensive, with the aim of capturing capture Imphal and Kohima and scattering British forces, thus pre-empting any British offensive movements against Burma. The hope was to provoke an Indian Nationalist uprising against the British to knock them out of the war.

The battle is often referred to as the "Stalingrad of the East".

In 2013, the British National Army Museum voted the Battles of Imphal and Kohima to be "Britain's Greatest Battle".

Background to ASL module

"Why would you want to war game this Battle?" Major Nigel Megrane (ret'd) former Curator of the Kohima Museum.

The request to start this project came from Steve Dethlefsen who asked Shaun Carter to do the research for a Kohima module in the late 90s.

The allure of any close run contest is, as any war gamer will tell you is to do better than your historical counterpart.

Given the destruction of "British Imperial superiority" in 1941/2 by the Japanese, it is equally important to show how the Japanese suffered their biggest land defeat by the multi national and multi ethnic Commonwealth forces.

Another alluring aspect of the battle from the perspective of a war gamer is the ferocity of the fighting. The fighting in this campaign was brutal. This was shaped by the nature of the terrain, climate, disease, logistics, technology and most importantly the ideological differences of the combatants Commonwealth and Japanese.

The battle also posed a threat not only militarily but also to the foundations of the British empire and the British empire mentality. Although a Japanese victory may not have produced the Indian uprising they were hoping for, it would have been a major upset for the Commonwealth. As such the battle is of major significance, its fame only dimmed by its remote location, high in the mountains.

The battle also offers a set of circumstances seen in few other battles, the use of air drops to keep the besieged Commonwealth supplied, the desperately risky use of tanks in exceptionally steep terrain, and probably the most fought over tennis court in history!

Development with HOB

The first team started in 1999 and consisted of Shaun Carter, Roger Cook and Klaus Fischer, coordinated by Steve Dethlefsen and supported by the careful review from Andrew Hershey plus numerous play testers. Initial work consisted of historical research by Shaun, later followed by *HASL* rules by Roger, map drafting by Klaus, and geomorphic and *HASL* scenario development. Later on the team was joined by Mike Standbridge and Ulric Schwela. After Shaun was able to get hold of a swathe of aerial reconnaissance photographs, the two new arrivals set about re-examining the map from every angle and making extensive edits, EG to ensure there was no LOS between certain key locations, as was historically the case, as well as ensuring the map reflects what the photographs showed.

Hiatus

The project started well, then began to stutter as various key people found work and family commitments took over, and eventually the stop-start nature of the project became unsustainable. So much had been done though, that the incomplete work, with a tantalisingly close closure, was like a thorn in the side of the core group's conscience. Eventually the itch became too much and a last big push had to be attempted at completing the work.

The Module

The module itself is meant to depict the Kohima campaign and how the battle came about. The centrepiece of the module will be the *HASL* map covering Kohima ridge. This was created using aerial reconnaissance photos and is currently formed from two 36" x 32" map sheets.

8 scenarios take place on the *HASL* map, with another 7 set in the surrounding area using regular *ASL* map boards. There will also be a deluxe map board recreating the tennis court itself. PTO is not in effect, and there will be special rules to reflect the conditions experienced during the battle. Most scenarios feature infantry and ordinance, with a handful also featuring armour. A few scenarios also take place at night. The size of the scenarios range from small to large, the majority lasting 5-7 turns, and the largest lasting 15 turns. There will also be special rules covering air drops and combat fatigue.

Future Intentions

The first step is to revisit the existing unfinished components to create a baseline for play testing. This is going to take awhile.

The intention is to ask for help from the *ASL* community when there is a foundation to work from.

So please be patient

ON THE CONVENTION TRAIL

There are more and more *ASL* tournaments cropping up all over the world. In fact, it is possible to be involved in an *ASL* tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!).

If you plan on holding an *ASL* tournament, please let me know and I'll include the details here, space permitting.

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

JUNE DOUBLE ONE 2019

When: 20 – 23 June.

Where: Writtle College, Chelmsford, Essex, CM1 3RR. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates start at £39.60 for a single room and breakfast.

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

Format: A two day tournament with two rounds on Saturday and one on Sunday offering a choice

Frazier Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (21 Nov 2018)
John Sparks, Taunton, Somerset, TA2 8QG (29 Jan 2012)
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (25 Jan 2015)
Nick Carter, Burnette, New Works Lane, New Works, Telford, Shropshire, TF6 5BS (19 Sep 2016)
Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3JQ (29 Apr 2001)
Bill Eaton, Dart House, 20 Bridgetown, Toines, Devon, TQ9 5BA (02 Sep 2008)
Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (06 Feb 2019)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017)
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 6EW (03 Sep 2008)
christopher bourne, 52 horsenden lane north, greenford, middlsex, ub6 0pa (04 Dec 2014)
Aaron Patrick, 9 Arundel Gardens, London, W11 2LN (31 Dec 2004)
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04 Mar 2002)
Alan Lynott, 34 Ollerbarrow Rd, Hale, Cheshire, WA15 9PP (18 Sep 2016)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Oct 2013)
Dave Booth, 47 Dummock Grove, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (24 Jan 2018)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY (30 Oct 1998)
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (03 Apr 2019)
Ian Parkes, 45 School Lane, Slandish, Wigan, Lancs., WN6 0TG (23 Sep 2008)
Peter Burbury, 18 Charles Way, Malvern, WR14 2NA (16 Mar 2019)
Ian Morris, 5 Lichfield Cottages, Muckley Corner, Lichfield, Staffs., WS14 0BG (14 Mar 2019)
Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30 Mar 1999)
Andy Evans, 232 Bushbury Road, Wolverhampton., West Midlands, WV10 0NT (27 Apr 2010)
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN (31 Dec 1995)
Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12 Feb 2002)
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (02 Sep 2008)

Scotland

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17 Jun 1999)
Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Feb 2019)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (22 Feb 2019)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (29 Jan 2018)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (01 Sep 2018)
Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12 Sep 2002)
Alan Hume, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (09 May 2018)
Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01 Dec 2005)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07 Dec 1998)
Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (01 Apr 2019)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)
Alan Sheffield, 1 Barns Ness Terrace, Innerwick, Dunbar, East Lothian, EH42 1SF (09 Sep 2011)
Lauchlan Brown, 20 Union Road, Broxburn, West Lothian, EH52 6hr (03 Feb 2013)
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (17 Feb 2017)
Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, EH54 9LF (25 Oct 2007)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16 Jun 2001)
John McLintock, B25 434 St Georges Rd, Woodside, Glasgow, G3 6JW (30 May 2012)
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (06 Oct 2016)
Hamish Hughson, 15 Esmonde Gardens, Elgin, Moray, IV30 4LB (21 Mar 2010)
Steve Mackintosh, 54 Firthview Drive, Inverness, IV38QE (27 Jan 2013)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2009)
Garry Marshall, 24 Allardice Crescent, Kirkealdy, Fife, KY2 5TY (21 May 2001)
Hugh O'Donnell, 11 Rossbank Road, PORT GLASGOW, Renfrewshire, PA14 5AD (28 Dec 2016)
Neil Stevens, Linton Mill Farmhouse, Morebattle, Kelso, Roxburghshire, TD5 8AE (19 Jan 2019)
Jonathan Williamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01 May 1998)

Wales

Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03 Sep 2008)
Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF14 6JX (22 Nov 2002)
Chris Dalgety, 4 Library Street, Canton, Cardiff, CF5 1QD (30 Dec 2014)
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03 Sep 2008)
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25 Feb 1999)
Nick Rijke, Aneddfa, Cellan, Lampeter, Ceredigion, SA48 8HY (06 Sep 2010)
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL (31 Dec 1995)
Emyr Phillipps, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27 Aug 2002)

If there are any mistakes, please let me know so I can correct them for the next edition. If you have Internet access you can also correct your details on the *VFTT* web site at www.vfft.co.uk/my-account.asp.

of scenarios. A number of mini-tournaments will be run on Friday, and friendly games will also be available throughout the weekend.

Contact: For a booking form contact Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE or by email at dgcx1966@gmail.com. Check out the web site at <https://londonasl.siterubix.com/double-one-2019/> for the latest details.

OCTOBER ASLOK XXXIII

When: 6 – 13 October.

Where: Four Points by Sheraton, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850.

Fee: To be confirmed, but in 2018 it was \$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 informal 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 ea (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)

Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email damavs@alltel.net. Check out the web site at www.aslok.org for the latest details.

NOVEMBER BOUNCE FIRST FIRE 2019

When: 21 – 24 November.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. 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: £10.00 if paid by the end of August, £15.00 thereafter.

Format: To be confirmed but expected to be similar to 2018, IE a five round tournament beginning Friday morning, with an unpublished scenario from Bouncing Fire Productions in use in each round. 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 Martin Meyers or Simon Staniforth by email at boundingfirstfire@gmail.com. For up to date information check out the web site at <https://boundingfireblackpool.co.uk/>.

DECEMBER NEW YORK STATE ASL CHAMPIONSHIP

When: 5 – 8 December.

Where: The Best Western Albany Airport Hotel, 200 Wolf Road, Albany, NY 12205, phone 518-458-1000. Room rates in 2018 were \$80 per night including breakfast. The hotel has a free shuttle to and from the airport (5 minute ride). The shuttle also picks up at Amtrak station (10-15 minute ride).

Fee: To be confirmed but in 2018 it was \$50 for the weekend or \$30 for a single day.

Format: Six round tournament beginning Thursday morning, with three scenarios to choose from in each round. All scenarios will make use of the Pleva Bidding System. There will also be a three player mini tournament on Saturday and Sunday.

Contact: For more details or to register contact Joe Leoce, 39 Ashton Drive, Staten Island, NY 10312 or email asl726@aol.com. For up to date information check out the web site at <http://nys-asl.com/>.

2020 FEBRUARY SCANDANAVIAN ASL OPEN

When: 26 February – 1 March.

Where: Probably as the same venue as 2019, the Danhostel Copenhagen Amager, Vejlands Allé 200, 2300København S, Denmark. In 2019 accommodation was available at a cost ranging from 510 Danish Kroner (about €70) per person for a single room to 210 Danish Kroner (about €28) per person sharing a four person bedroom including breakfast, lunch and dinner – contact the organisers for a price.

Fee: Similar to 2019, which was 200 Danish Kroner (about €27).

Format: The tournament is a five round Swiss style affair, running from Friday to Sunday with one or two days of optional friendly gaming Wednesday and Thursday.

Contact: Michael Hastrup-Leth, Tofthoejvej 14, 3650 Olstykke, Denmark, or email at hastrupleth@gmail.com. For the latest information visit the website at <http://www.asl-so.dk/>.

MARCH HEROES 2020

When: 5 – 9 March.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. 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 by the end of 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. Opportunities for 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 Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email if@vfft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vfft.co.uk.

Bounding (First) Fire Blackpool

The UK's newest ASL Tournament

ESTD 2018

Bounding First Fire Blackpool is a new UK ASL event where the main tournament will be played using unpublished scenarios.....



The scenarios to be used in the main tourney have been supplied by BFP, fully play tested, from upcoming releases .

The tournament will be run with 2 rounds on Friday, 2 rounds on Saturday and a Final on Sunday.

Time limits for play will be generous but also enforced to be fair to all participants.



Regular visitors to the existing Blackpool tournament, HEROES, will know our welcoming host Charles and his staff.

Now relocated to The Headlands Hotel, this venue offers a large gaming area with separate restaurant and bar.

The hotel is easily accessible from the M55 and the train station is a 10 minute walk away.

BFP have been a strong supporter of the ASL scene for many years and we gratefully acknowledge their support of this event.

Further information on BFP and their products is available on their website:
<http://www.boundingfire.com/>

Contact Us

Do you have questions about the Tournament? Send us a message to boundingfirstfire@gmail.com, and we'll get back to you asap.

Thank you for your interest.