

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 107 Sep - Dec 2019

Free from www.vfft.co.uk

UK £2.00

US \$5.00



IN THIS ISSUE

COLD CROCODILES - analysis of a classic scenario

A HALF-BAKED IDEA FOR HALFTRACKS - halftracks in *ASL*

DOUBLE 1 2019 - *ASL* tournament action from Chelmsford

CRUSADER LADDER - updated

IN THIS ISSUE

PREP FIRE	2
INCOMING	3
DOUBLE ONE 2019	4
THE CRUSADERS OPEN	
<i>ASL</i> TOURNAMENT LADDER	6
A HALF-BAKED IDEA FOR HALFTRACKS	7
A HISTORY OF	
DELUXE ADVANCED SQUAD LEADER	9
COLD CROCODILES	22
GUNS AND CREWS AS TARGETS	25
TO HIT OR IFE?	25
“THIS IS THE CALL TO ARMS!”	26
ON THE CONVENTION TRAIL	27

COVER: Men of the US 5th Infantry Division, supported by M10 tank destroyers of the 818th Tank Destroyer Battalion, advance toward Fontainebleau en route to Paris in August 1944.

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.

Issue 108 should be out at the beginning of Jan 2020.

All issue of *VFTT* can be downloaded for free from:
<https://www.vftt.co.uk/vfttpdfs.asp>

VIEW FROM THE TRENCHES
19 Main Street
Kirkliston
Midlothian
EH29 9AE

Telephone: (0131) 629 1260

E-mail: pete@vftt.co.uk

World Wide Web Home Page: <https://www.vftt.co.uk>

COPYRIGHT AND TRADEMARK NOTICE

Most products are trademarks of the companies publishing them. Use of a product name without mention of the trademark status should not be construed as a challenge to such status.

Copyright for all material printed within *VFTT* remains with its author, who can be contacted via *VFTT* if you would like to reprint his/her material.

PREP FIRE

Hello and welcome to a new issue of *VFTT*.

While going through my old materials to use in the last couple of issues of *VFTT* lots of names have cropped up. Some on them are still seem to make appearances either at tournaments, posting on various online sites, or authoring articles for magazines but many of them seem to have disappeared. Are they still active? Have they stopped played? Are they still alive?

People such as Ole Boe, Patrick Manlig, Jeff Shields, Robert Delwood, Kevin Pietersen (who created *ASLAP*, a great *ASL* computer assistance program) and others were shining lights of the *ASL* scene in the 1990s. If anyone knows what they are up to nowadays, let me know and I'll post an update in the next issue of *VFTT*.

'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

OPERATIONS AND ACTION FROM MMP

Out now from MMP is Special Ops Issue #9, which features the game *Greater East Asia Co-Prosperity Sphere*, a strategic level game of the Pacific War which covers diplomacy, politics and warfare.

Of interest to ASL players the magazine includes two ASL scenarios, two ASLSK scenarios, a Sequence of Play for the recently released *ASL Starter Kit #4*, and the *ASL Starter Kit* hedges rules and examples of play which were originally released in the currently out-of-print *ASL Starter Kit Bonus Pack #1 Beyond the Beaches*. There is also an article on the employment of Conscripts in *Red Factories* and a preview of *ASL Starter Kit #4: Pacific Theater of Operations*. It is available for \$32.00.

Due to be released at ASLOK in October is *Action Pack 14*, which will include 12 new scenarios set in the bocage fields of 1944 and a Micro CG that links two of the scenarios together. There will be two new maps, mapboard 84 being in the normal 10x33 hex style while 12a.b will be a double-width 20x17 hex mapboard. The pack will be available for a limited time for \$24.00 but will normally be available for \$32.00.

BUNKER BATTLES

September is due to see the release of *Dispatches from the Bunker 48*. As usual there are four new scenarios, with 'Bandits and Bolsheviks' covering a battle between the Polish Peoples Army and the Ukrainian Insurgent Army in Poland just after the end of the war, while 'Melee for Hill 700' continues the battle for Hill 700 on Bougainville that was covered in the previous issue. 'Three Little Bridges' sees British 6th Airborne Division dropping a glider detachment at the three bridges over the River Issel in Germany in March 1945, while 'Fallscirmjaeger Graveyard' is a monster scenario set on the HoB

Kreta map.

With two glider scenarios in the issue, Carl Norgueira has provided an article looking at the glider rules. Also included is the usual look at the regional ASL scene including the usual tournaments.

A four issue subscription is \$15.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription is \$60.00. Individual PDF back issues are available for \$3.00 each, except for issue 44 which is \$6.00 due to the included HASL game, and 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 aslbunker@aol.com. You can pay by PayPal to PinkFloydFan1954@aol.com.

KOREAN RALLY

Rally Point Volume 17: Special Study II of the Korean War is a set of 10 all new scenarios that are set in the 1950-1951 period of the Korean War. Also included is Mike Augustine's CPVA Guide, a full colour, double-sided, quick reference card that has been designed to facilitate learning the nuances of CPVA rules. It is out now for \$26.00.

Schwerpunkt has been taken off a regular release schedule, with future issues being released once work on them has been completed. *Schwerpunkt Volume #24* is in the works and is expected to include at least one Korean War scenario.

ADVANCING FIRE

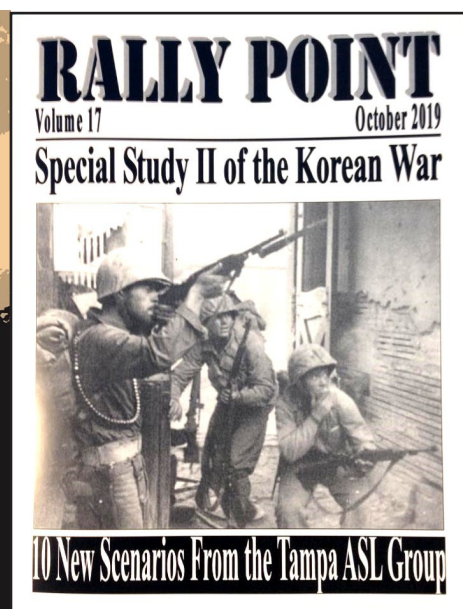
Advancing Fire is a new Italian gaming company working on a number of products for ASL. They are aiming for an October release for their first release, *Biazza Ridge*, which covers the actions of the Luftwaffe Panzerdivision Hermann Goering counter-offensive in the Gela-Scoglitti sector in Sicily over the period 10-12 July 1943,

following the landings of the US 1st and 45th Divisions. It will include nine scenarios and a Campaign Games, 10 die cut 1/2" and 16 5/8" counters, a number of rules pages covering the BR Scenario Special Rules, map terrain and campaign game rules. There will also be four HASL map sheets; a 40" x 48" map sheet of Biazza Ridge, a 32" x 18" map sheet of Abbio Priolo (Hill 41), a 22" x 29" map sheet of Gela Farello, and two 22" x 18" map sheets covering the area of Piano Lupo (Y crossing) and Ponte Dirillo. No price has been announced.

The company are also working on Brevity Assault, which depicts that battles that took place in May 1941 on the border between Libya and Egypt. This module will contain an "Operational Level" that allows play of larger scale battles than normal ASL CG modules. In essence the module will be a company/platoon level game in which combat is resolved by playing out ASL scenarios rather than rolling a dice to determine the result.

The module is expected to include seven scenarios and three Campaign Games, 30 die cut 1/2" and 31 5/8" ASL counters and 217 5/8" operational counters, rules pages covering BA Scenario Special Rules, map terrain and campaign game rules, as well as a set of Vehicles and Ordnance notes, and a divider card for quick reference of SSRs during scenario and CG play. A 8.5" x 11" operational map represent the historical situation on the Lybia/Egypt border, while two 30" x 27" map sheets combine to represent the area of Halfaya Pass and a 31" x 23" map sheet represents the town of Sollum. As with *Biazza Ridge*, no price has been announced.

Ω



DOUBLE ONE 2019

As usual June saw over 30 *ASL* players gather at Writtle College for a weekend of *ASL* gaming. As usual there were a number of early arrivals on Thursday afternoon, although for once I was not one of them - due to work I didn't get there until Saturday lunch-time! This required leaving home at the ungodly time of 4am to catch a train from Edinburgh at 5.30am.

It appears that little gaming activity took place on Thursday, with the action only really starting on Friday morning when the min-tournaments began.

The main tournament started on Saturday morning with players divided into groups of 4 (roughly based on ladder rating) and playing in a Swiss system over 3 rounds, with the scenarios for round 1 (Saturday morning) and round 3 (Sunday morning) announced in advance. Round 2 (Saturday afternoon) is the 'Blind Panic' round, where everyone plays the same scenario, which is provided to them by Derek an hour before the round starts!

My arrival time meant it would not be possible for me to take part in the main tournament but my plan was to play the mystery scenario against anyone who would be free for a game. As it was, Tim Hundsorfer was also not taking part in the

main tournament and was happy to play the scenario.

Which turned out to be 'O2 Breaking the Ishun Line', from MMP's *Special Ops 2* magazine. As well as copies of the scenario card, Derek also provided everyone with copies of the maps, but unfortunately printer issues meant that the east and west edges of the map did not print properly and the hills on each side came out in shades of blue! This led to some confusion in identifying the levels of some of the hill hexes, which was an important issue as the VC were determined by control of the level 3 hill hexes!

Although the confusion led to Tim's Russian set-up being less than optimal, in the event the Germans were incapable of effective firing or being able to pass Morale Checks! At one point the pretty much all the troops attacking on the right flank were broken, and never came close to the hill they were suppose to be seizing. And while the troops in the centre and on the left eventually made it to the edge of the hills Russian mines and wire slowed down the advance up the hill. Despite everything, it was a fun game, although the general feeling was that it was pro-Russian, a fact borne out by the Russians winning 7 of the 11 games played.

As there was no-one available for a friendly game on Sunday morning, I joined up with Tim and the Turpin

brothers John and David for a game. The Turpins mainly play *ASLSK*, so we picked 'S22 Another Summer's Day' from *ASLSK3*, with Tim pairing up with John while I paired up with David as the Germans. This is set in the aftermath of the American para drop in Sicily, and uses a simple SSR to replicate the effects of the para rules from *ASL*. In addition, the Germans get to pick their forces from 3 of 6 groups, one of which includes a solitary Tiger tank.

The most confusing issue with playing *ASLSK* instead of *ASL* is remembering which *ASL* rules do not apply in *ASLSK*. Thankfully John had a handy list of these which he had found on the Internet.

The game itself was good fun, and the nature of it makes it highly replayable.

The mini tournament winners were:
Korea Opportunities - Ian Morris
White Riot 1 - Martin Mayers
White Riot 2 - Peter Catchpole
Street Parade 1 - Joe Arthur
Street Parade 1 - Simon Stanisforth

The main tournament winners were:
Group A - Gerard Burton
Group B - Martin Mayers
Group C - Mick Allen
Group D - Magnus Rimvall
Group E - Peter Catchpole

DOUBLE 1 2020 will take place from Thursday 24th to Sunday 28th June.

Ω



Left: Martin Mayers (left) battles Ian Pollard on Sunday morning in a game of 'RPT153 Run Gurkha Run'.

Below left: A game of 'YASL7 Making a Break for It' between Nick Ranson (left) and Peter Catchpole.

Below: Simon Staniforth (left) and Mick Allen in a friendly game of the same scenario.

Opposite page: Mick Allen displays his trophy for winning Group C in the main tournament.



PLAYER RESULTS

PLAYER	P	W	L
Mick Allen	5	3	2
Neil Andrews	5	3	2
Joe Arthur	5	3	2
Joel Ayres	3	1	2
Andy Bagley	5	3	2
Wayne Baumber	2	1	1
William Binns	2	1	1
Stuart Brant	5	2	3
Gerard Burton	4	2	2
Adrian Catchpole	5	1	4
Peter Catchpole	5	4	1
Malcolm Hatfield	3	1	2
Tim Hundsdoerfer	2	1	1
Indy Lagu	4	2	2
Paul Legg	5	1	4
Morris Legge	7	1	6
Paco Mainez	1	0	1
Martin Mayers	5	5	0
Dominic McGrath	4	2	2
Ian Morris	5	4	1
Gary Norman	6	4	2
Pete Philipps	1	0	1
Ian Pollard	5	1	4
Sam Prior	2	1	1
Nick Ranson	5	1	4
Magnus Rimvall	5	4	1
Simon Staniforth	4	2	2

THE SCENARIOS

SCENARIO	ALLIED	AXIS
212 First Bayonet Charge	1	0
DB053 Hamburg on the Lovat	1	0
DB132 One Last Victory	0	1
DB139 A Hard Rain's Gona Fall	5	1
DB141 Gut Punch	0	1
DB145 Brandenburger Blitz	0	1
FrF95 Blood Red Snow	1	0
FrF97 Wrecking the Rentals	2	0
FT261 The Battle of Algiers	1	0
HF7 Gotta Get Out	2	0
HF8 Fahrenheit 352	0	2
LFT230 Italian Behemoth	0	2
LFT236 Ethnic Cleansing	2	0
LSSAH31 Hold at Any Price	2	0
MM 47 The Brickworks	2	0
O1 Go Big or Go Home	1	0
O2 Breaking the Ishun Line	7	4
Q1 Simple Mission	1	2
Q2 Baron's Counterattack	1	0
Q6 Per L'onore Di Roma	1	0
RPT147 Fish to Fry	0	1
RPT153 Run Gurkha Run	1	1
RPT156 Wiking Rescue	1	0
RPT159 Lesson Learned in Lessin	0	1
WO23 A Simple Solution	0	1
YASL#7 Making a Break for It	1	4
TOTALS	55	33



BIAZZA RIDGE

Advancing Fire (AF)

© 2018, 2019 Advancing Fire

BIAZZA RIDGE depicts the main episode of the German counter-offensive in the Gela-Scoglitti sector in Sicily, following the landings, in days 10 and 11 of July 1943.

BIAZZA RIDGE contains the following:

- 9 action-packed scenarios, including 1 campaign game (CG) covering counterattack battles around Gela, Sicily
- 16 full-color, die-cut 5" x 8" ASL counters
- One 40" x 47" HASL map sheet which represents the historical layout of Biazza Ridge
- One 31.8" x 17.3" HASL map sheet which represents the historical layout of Gela Farello
- One 21.6" x 27.2" HASL map sheet which represents the historical layout of Piano Lupo (Y crossing) and of Ponte D'Alto
- Two 21.6" x 17.3" HASL map sheets which represent the historical layout of Piano Lupo (Y crossing) and of Ponte D'Alto

Rules pages describing BB Scenario Special Rules (SSR), map terrain and campaign game rules

This is not a complete game. Ownership of the following products are required to play all of the included scenarios:

MMH Handbooks: Beyond Valor®, Valor®, Hollow Legions®, boards 19 & 66, counters CG1-8, CG1-2

© 2018, 2019 Advancing Fire

Images for the forthcoming *Biazza Ridge* and *Brevity Assault* modules from Advancing Fire. See <http://advancingfire.com/index.php/biazza-ridge> and <http://advancingfire.com/index.php/brevity> for the latest information.

BREVITY ASSAULT

Advancing Fire (AF)

© 2018, 2019 Advancing Fire

BREVITY ASSAULT depicts the British offensive named Operation Brevity in mid-May 1941 along the Egypt-Libya border.

BREVITY ASSAULT contains the following:

- 7 action-packed scenarios, including 3 campaign games (CG) covering Operation Brevity from 5 to 18 operational turns
- 30 full-color, die-cut 5" x 8" ASL counters
- 31 full-color, die-cut 5" x 8" ASL counters
- 217 full-color, die-cut 5" x 8" operational counters
- The 30" x 36.2" HASL map sheets which combine to represent the historical layout of Halafay Pass
- One 31" x 27" HASL map sheet which represents the historical layout of the town of Sollum
- One 8.5" x 11" Operational map which represents the historical situation on the Egypt-Libya border

Rules pages describing Vehicles / Ordnance notes, BA Scenario Special Rules (SSR), map terrain and campaign game rules

A divider card for quick reference of SSR during scenario and CG play

This is not a complete game. Ownership of the following products are required to play all of the included scenarios:

MMH Handbooks: Beyond Valor®, West of Alamein®, Hollow Legions®

© 2018, 2019 Advancing Fire

BREVITY ASSAULT

Advancing Fire (AF)

© 2018, 2019 Advancing Fire

BREVITY ASSAULT depicts the British offensive named Operation Brevity in mid-May 1941 along the Egypt-Libya border.

BREVITY ASSAULT contains the following:

- 7 action-packed scenarios, including 3 campaign games (CG) covering Operation Brevity from 5 to 18 operational turns
- 30 full-color, die-cut 5" x 8" ASL counters
- 31 full-color, die-cut 5" x 8" ASL counters
- 217 full-color, die-cut 5" x 8" operational counters
- The 30" x 36.2" HASL map sheets which combine to represent the historical layout of Halafay Pass
- One 31" x 27" HASL map sheet which represents the historical layout of the town of Sollum
- One 8.5" x 11" Operational map which represents the historical situation on the Egypt-Libya border

Rules pages describing Vehicles / Ordnance notes, BA Scenario Special Rules (SSR), map terrain and campaign game rules

A divider card for quick reference of SSR during scenario and CG play

This is not a complete game. Ownership of the following products are required to play all of the included scenarios:

MMH Handbooks: Beyond Valor®, West of Alamein®, Hollow Legions®

© 2018, 2019 Advancing Fire

The Crusaders

Open ASL Tournament Ladder

DOUBLE 1 2019 Update

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	84	77-2-5	4235	109	Iain McKay	43	22-0-21	3090	219	Indy Lagu	38	14-0-24	2895
2	Mark Blackmore	134	103-0-31	3995	109	Kevin Beard	13	9-1-3	3090	219	Martin Kristensen	6	2-0-4	2895
3	Derek Tocher	124	94-2-28	3935	109	Martin Snow	7	4-0-3	3090	219	Mark Tomlinson	1	0-0-1	2895
4	Michael Hastrup-Leth	50	36-1-13	3820	109	Jas Bal	5	3-0-2	3090	222	Bernard Savage	21	9-1-11	2885
5	Steve Thomas	42	32-1-9	3755	109	Peter Michels	3	2-0-1	3090	222	Jakob Norgaard	6	1-1-4	2885
6	Simon Strevens	86	60-1-25	3720	109	Gary Lock	2	2-0-0	3090	224	Michael Essex	61	28-0-33	2880
7	Martin Mayers	166	98-0-68	3715	115	Paulo Alessi	6	4-0-2	3085	224	Mat Haas	19	9-0-10	2880
8	Mike Rudd	38	32-1-5	3660	115	Rob Bywater	1	1-0-0	3085	224	Sam Belcher	8	3-0-5	2880
9	Fermin Retamero	13	11-0-2	3650	117	Dirk Beijaard	5	3-0-2	3080	227	Ian Pollard	189	76-1-112	2875
10	Georges Tournemire	8	7-1-0	3640	118	Billy Carlaw	11	4-0-7	3075	227	Patrick Dale	38	15-1-22	2875
11	Dave Schofield	153	111-0-42	3580	118	Robin Langston	9	4-2-3	3075	227	Ian Ainsworth	11	5-0-6	2875
12	Aaron Cleavin	6	6-0-0	3565	118	Chris Milne	5	3-0-2	3075	227	Steve Hunt	11	5-0-6	2875
13	Bjarne Marcell	36	26-0-10	3560	121	Jean-Luc Baas	3	2-0-1	3070	231	David Kalman	5	2-0-3	2870
13	Pete Bennett	14	12-1-1	3560	121	Robert Schaaf	3	2-0-1	3070	232	Russell Gough	89	46-4-39	2860
15	Steve Linton	17	14-0-3	3545	121	Serge Bettencourt	3	2-0-1	3070	232	Peter Ladwein	21	9-0-12	2860
16	Ian Morris	108	61-2-45	3540	121	Jeremy Howison-Haworth	1	1-0-0	3070	232	Lutz Pietschker	4	1-0-3	2860
17	Sam Prior	108	67-1-40	3535	125	Hakan Isaksson	49	23-0-26	3065	232	Neil Piggot	4	1-0-3	2860
18	Paul Haseleser	17	10-2-5	3530	125	Alexander Rousse-Lacordaire	4	2-1-1	3065	232	Darren Orwin	2	0-0-2	2860
19	Michael Davies	130	75-1-54	3510	125	Bob Rummicks	3	2-0-1	3065	237	Nick Angelopoulos	5	1-0-4	2850
20	Marc Hanna	23	16-0-7	3505	128	Ruarigh Dale	38	17-0-21	3060	238	Keith Bristow	69	39-1-29	2845
21	Craig Benn	134	102-0-32	3485	128	Patrick Manlig	16	9-0-7	3060	238	Miles Wichahn	57	28-0-29	2845
22	Jes Toudal	24	16-0-8	3475	128	Scott Byrne	12	7-0-5	3060	240	Bill Eaton	21	8-3-10	2840
23	Simon Stanforth	139	82-1-56	3470	131	Stefan Jacobi	11	5-0-6	3050	241	Mark Furnell	13	5-1-7	2835
24	Tim Bunce	82	55-0-27	3440	132	Martin Barker	42	19-1-22	3045	241	David Utway	5	1-0-4	2835
25	Alan Smee	9	8-0-1	3435	132	Scott Greenman	8	3-1-4	3045	243	Wayne Baumber	107	47-0-60	2830
26	Gerard Burton	155	92-2-61	3425	134	Steve Pleva	6	3-0-3	3035	243	Shaun Carter	85	38-1-46	2830
27	Richard Domovic	17	12-0-5	3415	134	Peter Burbury	2	1-0-1	3035	243	Daniel King	3	1-0-2	2830
28	Lars Klynsner	11	8-0-3	3400	134	Kieron Potts	1	1-0-0	3035	246	Mike Daniel	5	2-0-3	2825
29	Paul Jones	52	28-0-24	3385	137	Mark Warren	20	11-0-9	3030	247	Pete Phillips	261	114-0-147	2820
30	Bo Siemsen	9	7-0-2	3380	137	Andrew Cochran	3	2-0-1	3030	247	Mark Chapman	6	2-0-4	2820
31	Ran Shiloah	11	7-0-4	3370	139	Peter Hofland	4	2-0-2	3025	249	Joel Ayres	6	2-0-4	2815
31	Peter Struijf	10	8-0-2	3370	139	Daniele Dal Bello	4	1-0-3	3025	250	Michael Robertson	4	1-0-3	2810
33	Andrew Dando	48	27-2-19	3365	141	Ian Daglish	150	70-2-78	3020	250	Alan Hume	3	0-0-3	2810
33	Carl Sizmur	21	13-0-8	3365	142	Vincent Kamer	4	2-0-2	3015	252	Paco Mainez	5	1-0-4	2805
35	Trevor Edwards	155	90-1-64	3360	143	Andrew Saunders	33	15-1-17	3010	253	James Short	29	8-0-21	2800
36	Bernt Ribom	5	5-0-0	3350	143	Ian Willey	24	14-0-10	3010	253	Clive Haden	5	2-0-3	2800
37	David Ramsey	87	49-0-38	3340	143	Colin Graham	5	3-0-2	3010	255	John Tate	13	5-0-8	2795
38	Phil Draper	78	49-2-27	3330	143	Hans Brugge	4	2-0-2	3010	255	Kris Koch	5	1-0-4	2795
39	Richard Dagnall	21	10-0-11	3325	147	Lee Bray	26	11-0-15	3005	257	Neil Brunger	74	25-0-49	2790
40	Tom Jackson	39	21-0-18	3315	147	Allard Koene	7	4-0-3	3005	257	Kevin Croskery	16	6-0-10	2790
41	Martin Vicca	58	39-1-18	3300	149	Stephen Burleigh	37	15-2-20	3000	257	Nick Sionsky	8	3-0-5	2790
42	Frank Tinschert	15	10-0-5	3295	149	Phil Noho	11	6-0-5	3000	257	Alistair Fairbairn	3	0-0-3	2790
43	Philippe Leonard	9	7-1-1	3285	149	Steve Grainger	8	4-0-4	3000	261	Chris Littlejohn	14	3-2-9	2780
44	Ralf Krusat	6	5-0-1	3280	149	Martin Hubley	4	3-0-1	3000	262	Graham Worfold	3	0-0-3	2775
44	Will Fleming	3	3-0-0	3280	149	Duncan Spencer	4	2-0-2	3000	263	Richard Kirby	7	2-0-5	2770
46	Andy Smith	29	20-2-7	3270	149	Ian Kenney	4	2-0-2	3000	264	Paul Case	154	43-3-108	2765
46	Dave Booth	7	5-0-2	3270	149	Nick Brown	3	1-1-1	3000	264	Bill Hensby	31	10-0-21	2765
48	Ketil Hogenhaug	4	3-0-1	3250	149	Thomas Buettner	3	2-0-1	3000	266	William Roberts	12	3-1-8	2760
49	Daniel Kalman	11	8-0-3	3245	149	Wes Hope	0	0-0-0	3000	266	Andrew Hershey	10	4-0-6	2760
50	Jackson Keddell	5	5-0-0	3240	149	Michael Parsons	0	0-0-0	3000	266	Flemming Scott-Christensen	6	1-0-5	2760
51	Daniel Batey	4	4-0-0	3235	149	John McLoughlin	0	0-0-0	3000	269	Jonathan Townsend	4	1-0-3	2755
52	Bob Eburne	57	33-0-24	3225	149	Alexis Seydoux	0	0-0-0	3000	270	Peter Neale	3	0-0-3	2750
52	Ray Woloszyn	31	18-1-12	3225	149	Gerard Linehan	0	0-0-0	3000	271	Andy McMaster	34	12-0-22	2745
52	Gordon Jupp	20	14-0-6	3225	149	Jerry Broughton	0	0-0-0	3000	271	Andy Waller	3	0-0-3	2745
55	Christian Koppmeyer	15	8-0-7	3220	149	Andrew Kassian	0	0-0-0	3000	273	Burnham Fox	23	10-0-13	2740
55	Pedro Santos	9	6-0-3	3220	164	Kris Pugh	14	6-0-8	2995	274	Malcolm Hatfield	76	32-0-44	2735
57	Derek Cox	32	19-0-13	3215	164	Gilles Hakim	5	2-0-3	2995	274	Nick Quinn	14	5-0-9	2735
57	Ian Percy	12	8-1-3	3215	166	Matthew Ellis	27	15-1-11	2990	274	Rupert Featherhsy	3	0-0-3	2735
57	Tom Slizewski	5	4-0-1	3215	167	David Turpin	6	3-0-3	2985	277	John Martin	13	4-0-9	2730
60	Nils-Gunner Nilsson	5	4-0-1	3210	167	Paul Schaeffer	5	3-0-2	2985	278	Paul Legg	253	102-2-49	2725
60	Klaus Malmstrom	4	3-1-0	3210	167	Matt Blackman	2	1-0-1	2985	278	Hamish Hughson	4	0-0-4	2725
60	Yves Tielemans	3	3-0-0	3210	167	Eric Baker	2	1-0-1	2985	280	Marc Horton	6	1-0-5	2720
63	Simon Croome	63	34-0-29	3205	167	Eoin Corrigan	1	0-0-1	2985	280	Steve Cocks	4	0-0-4	2720
63	Francois Boudrenghien	3	3-0-0	3205	172	Neil Andrews	10	6-0-4	2980	282	Ray Jennings	11	3-0-8	2715
65	William Binns	106	55-1-50	3200	172	David Farr	4	2-0-2	2980	283	John Turpin	7	2-0-5	2710
66	Jamie Westlake	4	3-0-1	3195	172	Malcolm Rutledge	3	1-0-2	2980	283	Paul Treslove	3	0-0-3	2710
67	Jean Devaux	3	3-0-0	3190	175	Paul Kettlewell	89	42-0-47	2975	285	Colin Bell	5	1-0-4	2705
68	Ulric Schwela	57	28-2-27	3185	175	Gary Norman	57	22-1-34	2975	286	Brian Hooper	189	69-2-118	2695
68	Armin Deppe	13	7-1-5	3185	175	Brendan Clark	24	10-1-13	2975	287	Simon Hoare	4	0-0-4	2690
70	Dominic McGrath	200	120-3-77	3180	175	Sergio Puzziello	5	1-0-4	2975	288	Jeff Hawardens	7	2-0-5	2685
70	Joe Arthur	80	44-0-36	3180	179	John O'Reilly	5	2-1-2	2970	289	Christain Speis	5	1-0-4	2680
70	Bill Durrant	5	4-0-1	3180	180	Ben Jones	49	23-0-26	2960	290	James Crosfield	15	6-0-9	2670
73	Steve Crowley	47	21-1-25	3175	180	Joss Attridge	5	2-0-3	2960	291	Steve Cook	34	15-0-19	2665
73	Jonathan Pickles	8	5-0-3	3175	180	Elliot Cox	2	0-1-1	2960	292	Chris Walton	81	27-2-52	2660
75	David Tye	45	20-0-25	3170	183	Michael Maus	7	3-0-4	2950	293	Pedro Barradas	7	1-0-6	2655
75	Eric Gerstenberg	32	18-1-13	3170	184	Simon Church	6	2-0-4	2950	294	Nigel Ashcroft	53	19-1-33	2630
75	Grant Pettit	7	4-1-2	3170	184	Gavin White	5	2-0-3	2950	295	Graham Smith	49	18-1-30	2625
75	Bruno Tielemans	3	3-0-0	3170	186	Pedro Ramis	6	3-0-3	2945	296	Adrian Maddocks	12	3-0-9	2620
79	Mel Falk	9	5-0-4	3160	186	David Murray	5	2-1-2	2945	297	Arthur Garlick	21	2-5-14	2615
79	Rodney Callen	6	4-0-2	3160	186	Laurent Forest	3	0-0-3	2945	298	Bryan Brinkman	9	1-0-8	2610
81	Jeremy Copley	9	6-0-3	3150	186	Alex Ganna	2	0-1-1	2945	299	Ian Parkes	10	3-1-6	2595
82	Nick Edelsten	22	14-1-7	3145	190	Jon Williams	14	6-0-8	2940	300	Ian Gaughan	5	0-0-5	2590
83	Andrew Whinnett	20	11-0-9	3140	190	Wayne Kelly	11	4-1-6	2940	300	Lee Hyde	5	0-0-5	2590
83	Peter Catchpole	5	4-1-0	3140	190	Paulo Ferreira	9	4-0-5	2940	302	Neil Stevens	73	28-2-43	2585
85	Paul O'Donald	72	44-1-27	3135	190	Bob Nugent	3	2-0-1	2940	302	John Fletcher	6	0-0-6	2585
85	Frenk Van Der Mey	4	3-0-1	3135	194	Magnus Rimvall	25	11-0-14	2935	304	Oliver Gray	15	4-0-11	2580
87	Chris Courtier	13	7-2-4	3130	194	Martin Bryan	19	8-0-11	2935	305	Stuart Brant	63	20-0-43	2575
88	Bill Sherliker	51	24-2-25	3125	194	Derek Briscoe	1	0-0-1	2935	306	Chris Netherton	30	10-2-18	2560
88	Paul Sanderson	41	21-0-20	3125	197	Andy Price	3	1-0-2	2930	307	Mike Standbridge	47	13-1-33	2555
90	Tony Gibson	38	20-0-18	3120	197	Frazer Greenshields	3	2-0-1	2930	308	John Johnson	14	4-0-10	2550
90	William Hanson	18	11-0-7	3120	197	Andrea Marchino	1	0-0-1	2930	309	Michael Rhodes	43	10-0-33	2545
90	Lee Brimmicombe-Wood	12	8-0-4	3120	200	Tim Hundsdoerfer	19	10-0-9	2925	310	Gareth Evans	12	2-0-10	2530
90	Paul Ryde-Weller	10	5-1-4	3120	200	John Sharp	8	3-0-5	2925	311	Simon Taylor	37	10-1-26	2525
90	Philip Jones	5	3-0-2	3120	200	Paul Boyle	5	2-0-						

A Half-Baked Idea for Halftracks

By Robert Delwood
(c) 1999, Wayward Publications

Another archive article, this one is taken from the website Rob ran in the late 90s - Pete

One of my earliest recollections of *Squad Leader* is of the half-track. More so than tanks (remember, *Squad Leader* had only a token representation of tanks) the half-track symbolized true mobile and armoured warfare. For starters, they were given out more freely than tanks. Second, since they required the same AT weapons to kill them as tanks, the other side was less concerned about half-tracks. As a result, they were almost invisible on the battlefield. Bazookas and PF were rarities back then and were never allocated in expectation of a full frontal half-track assault.

Their low FP was easily overcome in two ways. You could always bunch them together and have several half-tracks forming a single fire group. You could also actually load a squad in one of them have form a moving firebase. The aggressive player would even charge an enemy position using both tactics and get an impressive Advancing Fire Phase attack. Anyway you went, they were gobs of fun. This was in the days when war was fun. We had only seen *Patton* and *Kelly's Heroes*; *Saving Private Ryan* would be years away.

Yet, this hardly matched up the to record in the history books. Designed mostly for transporting men and equipment to the battlefield, they were never intended to really be used there, much less as a primary assault vehicle or as indestructible fortresses. In fact, the very opposite was true.

ASL did a good job changing all that – albeit indirectly. By redesigning the DF and AT combat, their vulnerability is emphasized. There are new and innovated ways of killing them now: ATGs, PF, BAZ, CC, AATM, and even MG fire. No self-respecting crew (or at least one interested in self preservation) would dare ride into combat now. If CVP are an issue, these vehicles represent easy kills. So has the pendulum swung fully over to the other side now?

Pretty much, although, with caution they may still be used. The fact is they can perform those roles (mobility and some firepower) but it takes much greater timing and coordination. They need to regard the risk-benefit thing much more closely. As vehicles go, they are still fast. If you need to get somewhere quickly, these do the job. Since they are so vulnerable, it might be best to move them last, however.

Before getting into tactics, a word must be said about the differences between scenarios and campaign games. These form the whole basis of the *ASL* world. Scenarios present the exact situation for the conflict. That is, the victory conditions, map configuration, the number of turns and the forces to be used. As a result of the narrowly defined situation, each weapon is usually given for an exact purpose. If one side has a DC, for example, is likely needed to blow up the bridge or take out the pillbox. Rarely is anyone simply given “extra” weapons. Think of the play balance of many scenarios if suddenly one side is handed an extra DC or FT. In this sense, each tool or weapon almost has to be used for the role assigned it by the designers. To win that scenario, you have to follow the tactics prescribed by the situation. Not doing so would be downright foolishness.

Campaign games, on the other hand, are very different. First, you are generally given the latitude to pick your weapons. Not only that, the latitude of weapons is wide. Most CG have the range of sub-standard conscripts (who, in *Red Barricades* get stored in basements) to King Tigers. Inside that range, the engineers usually get several DCs and FTs. It is precisely this latitude that allows players new tactics. No longer is a specific weapon given for a specific task. Rather, the player may now choose his weapons based on his style of play. You might end up with four DCs and it's up to you to use them as you see fit.

When I first started playing CGs, I noticed I had too many half-tracks. They lingered in the back areas and I rarely used them, thinking they would not affect anything or afraid to have them destroyed. Ironically, not using them was a bigger waste. It disturbed me after a while that I had unused equipment while my front line troops suffered. At that point I decided to better employ these weapons. They still did not see combat necessarily but I moved them closer to the front and usually within striking distance of a target. I found out the threat of a weapon is

often more damaging than its actual use. For example, a half-track threatening to scoot behind an enemy line is going to make the opponent change his PF/DF tactics – mostly by not firing as much to keep something in reserve. The only distinction I would make about half-tracks is whether it is loaded with a real weapon. Most nationalities (and especially the Americans) mounted mortars or small Guns. In this case, you have to consider it tank and use it accordingly.

Regardless, we have turned vulnerability into strength. True, it may take some work and the operation may never actually happen. This aspect turns many players off. They do not want to invest that amount of time for so little a payback. That's fine, but the point of this article is to optimize weapon's use. What these players don't see is how it affects the opponent's thinking. The decision to fire or not fire, move or deploy, for instances, is a complicated one with many factors considered. Often these factors may be very subtle. Anything to complicate or tax your opponent's decisions is good.

So what can this vehicle do well? Like any other weapon, the exact options are left to the player's creativity. In this case, the nature of the vehicle is less clear cut (at least in actual battlefield terms) than others. For instance, a HMG can be used for several applications. It can shoot planes or take out half-tracks. But quite distinctly, it is designed to mow down infantry. That is what it's best at and that is the role it is often used for. To better use half-tracks, you need to understand their capabilities. Those can be divided into three groups: Speed, Fire and Armoured. While transporting infantry is also a capability the purpose of that transportation usually falls into one of





attacks. The key is good planning, and timing. Timing includes both the tactical use of them and strategic use. Tactically, the vehicle should move last, getting potential DF/DFE out of the way. Strategically refers to the game turn it does so. Too early in the game and the enemy may be able to react to it

the three. It's funny that such a vulnerable weapon would have so many options on the battlefield. Perhaps it is precisely because it is vulnerable does it have so many options. How many of us would rush a Panther behind the lines to encircle a unit?

Speed

Quite clearly what half-tracks do best is move quickly. If you need to get something from one end of the battlefield to the next, these do it. Overlooking their vulnerability for the moment, even from stop to stop position, they can cover 14 hexes, more than the width of a conventional board. This is optimal. Soft ground, lots of turns and bypassing will slow down the unit. At the least this should be enough to go from one covered position (say, next to some woods) to another in a single Movement Phase. Remember, they can go through enemy personnel without having to attack them. They can even move through enemy vehicles.

There are several reasons you'd want to have half-tracks behind infantry. Severing rout paths is an especially important role. It is highly unlikely a half-track could ever kill infantry outright, but denying rout allows it to destroy several at one time and without risk to itself. Even making infantry rout in another direction is good and might make all the difference. At the same time, it could provide the needed fire for encirclement. This is a seldom-used tactic considering how difficult it is to set up. In short, a unit has to be fired on in opposite directions. Often, the unit dies or fails to rout long before it is ever encircled. Nevertheless, half-tracks, if they get behind the unit could provide that fire power.

Also, half-tracks can get men and equipment behind the line. This is risky considering the vehicle's vulnerability. However, it can rush behind the line and deposit a squad and perhaps a SW. Perhaps, viewed as the most common use of half-tracks, I have seen many cardboard troops die during poorly timed or ill-conceived

or even completely minimize the action. Too late and it has little effect on the game or too many units are around, preventing it.

In campaign games, they can be used more freely. They can capture Strategic Locations if need be. Jumping out at the last minute, they can claim one. This allows the side to get a new setup position and possibly upsetting the other's plans. In another use, my team member launched a half-track assault in *KGPI*. The intent was a no-lose situation. If they drew fire, we would know where the enemy was, if they got past everyone, then we'd have units behind the front. As it turned out several of them made it and in fact, disrupted the security area of the American's field phone. Without intending it, we removed the American OBA.

Fire Power

The second characteristic of these machines is they usually have an inherent MG. This takes the form of a 3 FP attack. Not using the IFT, this is equivalent to a crew or half squad. While by itself it may not make a big difference, half-tracks may combine with other half-tracks and/or infantry to form firegroups. This is the only vehicle able to do so. In addition, infantry leaders may direct firegroups involving them. Again, this is the exception to the rule. To give a Patton-like appearance, the leader may even be loaded (albeit unbuttoned) in the vehicle at the time. All this allows some flexibility in attacking. Infantry formerly separated by an open hex may be form a FG if a half-track is parked between them.

Armoured

Lastly, half-tracks are still Armoured vehicles and have all the characteristics of them. They are immune to small arms fire (for the most part), can overrun, and can be buttoned up for starters. More importantly, if you think of them as weak and underpowered tanks, their real advantages may be seen. Among other things, they may use the infamous freeze-sleaze tactic. Actually not a sleaze at all, it disallows infantry from firing out of a location if there is an AFV in at as well. That means if a half-track can get into a Location, your other infantry may move without fear. Not to go into a discussion of this tactic but one common application is to enter the hex of the enemy and rush your troops up adjacent and subsequently CC the enemy. Bewared that timing is everything but if you can do it, it is deeply satisfying to say the least.

As an AFV, half-tracks may also perform Armoured Assaults with infantry. The personnel units accompany the half-track through out the Movement Phase but as a result the -1 FFMO DRM is negated and the vehicle provides a +1 hindrance DRM which combines with the -1 FFNAM DRM for a total modifier of zero. By the same token, the vehicle as a hindrance allows you to move them to the middle of the battlefield and provide man made cover for the troops. Often where CVP do not matter, this is where the vehicles make their mark.

Summary

In summary, half-tracks are not king of the battlefield. They are extremely vulnerable and often have little direct influence on the outcome. However, with some planning, a well-timed use of them can have dramatic effects. The unsuspecting opponent will be surprised by them and the experienced player will always have to guard against this option. In either case, not using them may be the more of a weapon.

Ω



A History of Deluxe Advanced Squad Leader

Fen Yan

As befits an article about Deluxe ASL, this is a Deluxe-sized article! This is an expanded version of a topic posted to Boardgamegeek (<https://boardgamegeek.com/thread/2085147/history-of-deluxe-asl>) by Fen Yan in October 2018. While he has provided a new set of images to accompany it, I have also taken the opportunity to include many of those that accompanied the original, which were posted by various Boardgamegeek users to accompany entries to several different ASL products - Pete

Deluxe Advanced Squad Leader, the “bigger hex” version of *Advanced Squad Leader*, was one of the early variants of ASL. Viewed as a commercial failure five years after its inception, it endured due to having several fun and memorable scenarios.

As of 2018, *DASL* has had at least 169 scenarios published on paper or online. They range from unformatted playtest versions all the way up to official classics on yellowed cardstock.

In this article you’ll find a year-by-year list of *DASL* scenarios published, along with key events and other commentary.

Please note that many of scenarios published online are of playtest quality and are meant to be played for “fun” instead of in a tournament setting.

1985: The Advent of ASL & DASL

Deluxe ASL first appeared in 1985, the same year as the release of the ASL rulebook and core module *Beyond Valor* from The Avalon Hill Game Company.

Streets of Fire, *DASL Module 1*, was

themed with city fights on the Russian front. The module came with map boards a-d and 10 scenarios. When opening the box one will notice the big hexes on the *DASL* map, each about 2-1/8 inches across. These were made to accommodate the micro armour 1/285th scale. Rules pages J1-J6 were already in the main rulebook. *DASL* is essentially the same game as standard ASL with a few additional rules to take advantage of the larger hexes. These include Stacking, Hand-to-Hand in melee, Wall Advantage, Residual in Bypass, Single-Story Houses and Bombardment.

Only about two of the Chapter J pages had actual rules; the rest were a primer on painting miniatures along with two full-page ads featuring GHQ micro armour. The minis were not a huge success; years later these ASL-branded GHQ micro armour packs could still be seen hanging on the racks of hobby stores.

Streets of Fire also came with a set of Russian and German AFV cards. Their purpose was to facilitate the use of miniature models by 1) providing a place for armour information markers to reduce clutter on the map and 2) printing stats on the AFV card so that the vehicle counters could be replaced by miniatures. With most players not using miniatures, and table space often at a premium, the AFV card concept

did not see much use.

Bruce Probst, Australian ASLer, commented on this attempt to introduce miniatures into the ASL world:

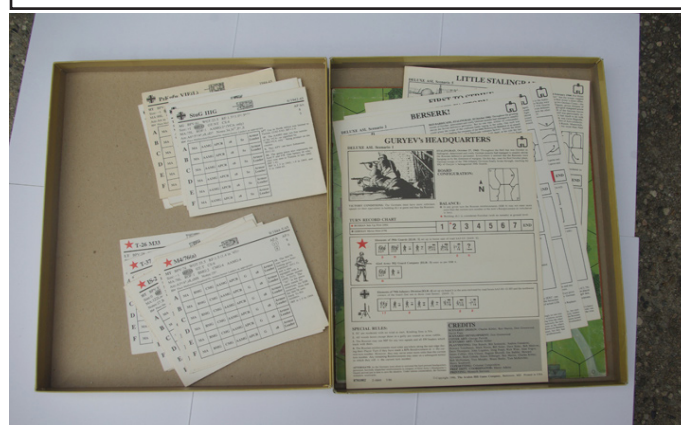
“It is the opinion of many (including myself) that this attempt to make *DASL* a ‘miniatures game’ turned off (and/or confused) many regular ASL players, dooming the *DASL* modules to relatively poor sales. The realisation that *DASL* could be played perfectly well without miniatures, and the recognition of the type of ASL gaming that it offered only came later and over time, leading to its slow-but-steady increase in popularity.”

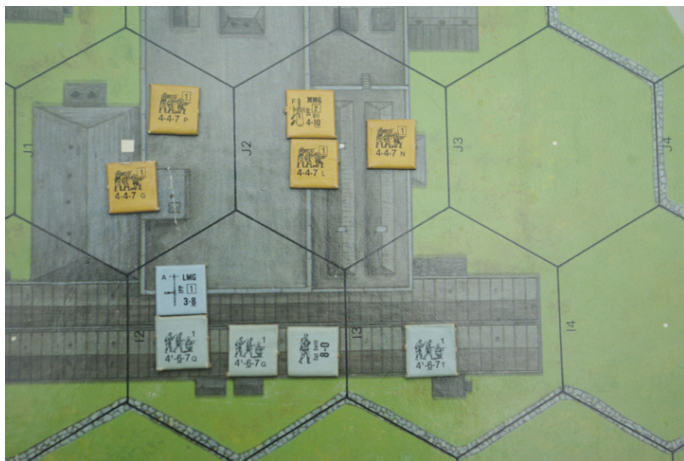
What type of ASL gaming was Probst referring to? This combination of smaller map area and larger hexes was geared towards scenarios with large force densities, which he explained a few years ago on BoardGameGeek:

“Just to be pedantic ... anyone who believes that *DASL* is just “the hexes are big so you can stack counters more easily” is not really grasping the essence of it. Yes,



★ T-37		1934-41
aTt	BPV:25 WGT:3.5 RF:1.2 ®	AF:h/t
Size:	+2+ MP:14 ² GT:1MT CS:2 GP:L	0
MA:	CMG ROF:1 CMG:4	0
Notes: 1, H+, M		
ID# Place Malfunction/Disabled/No Ammo/Armor Leaders as appropriate		
A	CMG Armor Leader	<p>†H. The Target Size To Hit DRM is +3 (and also HD) if in a water obstacle or deep/flooded stream.</p> <p>M. Each time a Mechanical Reliability DR (D2.51) is made, an 11 result indicates that the AFV has stalled or suffered transmission difficulties that have prevented it from starting normally. Make another DR, which equals the total number of Delay MP (including one MP to stop, but excluding the MP expended to start) that the AFV has used in the unsuccessful attempt to move. It can again attempt to move, but must expend another MP to start—and must undergo another Mechanical Reliability DR as it does so. An AFV that stalls is subject to Defensive First Fire (since it has expended a MP to start), but not as a moving target unless it had already entered a new hex during the same MPH. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay.</p> <p>1. A slightly altered version of the British Vickers A4E11. Used in recon units of infantry, cavalry, and mechanized formations. The game piece also represents the slightly different T-38 model. About 2,500 of all types were built.</p>
B	CMG Armor Leader	
C	CMG Armor Leader	
D	CMG Armor Leader	
E	CMG Armor Leader	
F	CMG Armor Leader	





certainly, big roomy hexes are a part of it, and most *ASL* experiences are improved with bigger hexes (if you have the space for it) because physically stacking cardboard counters is one of those headaches we all have to put up with. The point of *DASSL* though ... the core philosophy of it, if you will ... is the type of actions that it best portrays. Very close-up, very intense, yet still very big situations. It would be ideal for many dense jungle type situations (if we had *DASSL* boards that portrayed the terrain) -- failing that, we're left with the intense city actions and bocage actions that the existing boards give us. If your regular, every day *ASL* scenario design takes place on a single geomorphic board (or equivalent area) then it might be a good candidate for a *DASSL* scenario. If it's much less than a single board, it very likely would be a good candidate for *DASSL* -- available boards permitting! On the other hand, if it only features a handful of units on either side, it would probably be pointless as a *DASSL* scenario (even though it would "work" perfectly well)."

Observing that four *DASSL* map boards put together would nearly equal the hex area of just one standard *ASL* geomorphic map board, detractors stated that *DASSL* lacked room for maneuver. 'Ol Fezziweg at Gamesquad put it well several years ago: "...a relative thing. *DASSL* scenarios do not purport to be sweeping examples of maneuver warfare, they attempt to show bitter, close range combat over a limited area. In this, it excels. However, there are scenarios where maneuver is a key element of the scenario; The Good Shepherd comes to mind as one, as does The Mailed Fist. Neither could be mistaken in any way for a desert scenario or one on the steppes, but neither are they straight-ahead slugfests. Ultimately, the success or failure of the *DASSL* medium devolves upon the scenarios designed for it; I, for one, think the majority of them are highly enjoyable."

Jwb3 at Gamesquad many years ago added: "However, what makes *DASSL* city-fighting so worthwhile is that bypass gives you all sorts of movement and LOS options

to consider, within the space of the few hexes you have to work with."

The *Streets of Fire* scenarios are available for free download at the Multi-Man Publishing website (but you'll need boards a-d to play them). Overall, they are very well liked. I've played the shorter, first two scenarios. 'Guryev's Headquarters' is a classic, and an excellent beginner's scenario. My first play as a new player vs. an experienced veteran was lost pretty handily. Years later, my second time with this scenario came down to a melee of one squad vs. one squad with the final close combat die rolls deciding the game. 'Berserk!' also came down to the last turn and final close combat with an ambush deciding the game.

1985 SCENARIO LIST

Streets of Fire

- D1 Guryev's Headquarters—14 Rec/Roar 7
- D2 Berserk!—2 Rec/Roar 7
- D3 Storming the Factory—3 Rec/Roar 7
- D4 First to Strike—3 Rec/Roar 6
- D5 Little Stalingrad—3 Rec/Roar 7

- D6 Draconian Measures—11 Rec/Roar 5
- D7 With Flame and Shell—13 Rec/Roar 7
- D8 The Schoolhouse—6 Rec/Roar 6
- D9 Preparing the Way—6 Rec/Roar 7
- D10 The Final Battle—2 Rec/Roar 6

Explanation of Scenario List ratings:

The number before the word "Rec" shows the number of instances positive comments have been found either online (mainly Gamesquad, Consimworld and Boardgamegeek) or in print (usually some type of *ASL* magazine). Duplicate recommendations by the same person for the same scenario are filtered out when possible; I also deducted one recommendation instance for every non-positive comment I found.

The number following the word "Roar" is the recommendation rating from the *ASL* Remote Online Automated Record, rounded to the nearest whole number. Their rating scale is explained as follows:

- 1=Candyland instead
- 2=Highly Unfavourable



STREETS OF FIRE

Inkygirl - Dec 27, 2009

Advanced Squad Leader (Streets Of Fire Deluxe ASL Expansion)

- 3=Unfavourable
4=Slightly Unfavourable
5=As many scenarios above as below
6=Slight Recommend
7=Recommend
8=Highly Recommend
9=Must Play

If there is more than one ROAR rating listed, they are for different versions of the scenario. If there are under 10 ratings, this is indicated by "<10 ratings."

Any scenario with three or more Recs and/or a ROAR rating of 7 (with 10+ players rating the scenario) is considered a "top pick."

1986

No *DASL* scenarios appeared this year.

1987: INTO THE BOCAGE

The first third-party *DASL* scenario appeared in *On All Fronts* 50.

In February, *DASL Module 2 Hedgerow Hell* arrived with eight scenarios featuring battles in the bocage terrain of Normandy, France. One of the more unique scenarios, 'Barkmann's Corner', features a Panther tank ambushing an Allied column. Looking at the slightly unfavourable ROAR rating, it was obviously not to the taste of many players. However it had its fans, as shown by a letter in the *ASL Annual '90* which stated: "Barkmann's Corner is the only scenario of any game that I've played where one side was wiped out to a man, yet missed victory only by a hair's width!"

Other top picks are 'Repulsed', 'They're Coming!' and 'King of the Hill'.



The bocage rules required further clarification (which were updated with the 2nd Edition rules) and their initial presentation caused many players to shy away from the module.

Hedgerow Hell also included more AFV cards as well as a set of utility counters mainly for use on these cards. These counters have not been reprinted, though the NO AMMO counters have been essentially replaced with their specific counterparts (such as NO AP, NO SMOKE etc.) in the core module Rising Sun.

Design credits for the first (and only) two official modules of *DASL* go to Charlie Kibler and Rex Martin, with Don Greenwood and David Pope also on the credits for *Streets of Fire*. Kibler also created the sublime map art.

Later in the year, the classic 'To the Last Man' was published in the *Avalon Hill General 24-1*. Though favouring the Russians, it is the all-time most recommended *DASL* scenario and has been played annually at *ASL Oktoberfest*.

Before the end of the year, two more *DASL* scenarios arrived from Wargamer magazine and *ASL News*.

1987 SCENARIO LIST

On All Fronts Issue 50

O50.2 Dora II—Roar 4 (<10 ratings)

Hedgerow Hell

D11 Ripe Pickings—1 Rec/Roar 5

D12 Repulsed—Roar 7

D13 Bugged Down—1 Rec/Roar 6

D14 Buying the Farm—2 Rec/Roar 4 (<10 ratings)

D15 Barkmann's Corner—6 Rec/Roar 4

D16 Clay Pigeons—1 Rec/Roar 6

D17 They're Coming!—5 Rec/Roar 6

D18 King of the Hill—2 Rec/Roar 7

The Avalon Hill General 24-1

GD-A To the Last Man—22 Rec/Roar 7

Wargamer Issue 2.02

WG2.2 One Lone Farmhouse—1 rec/Roar 4 (<10 ratings)

ASL News Issue 1

NEWS4 Just Another Bridge (reprinted in *Scroungin' ASL News* as *ASL NEWS4*, later renamed *RetroPak9 The Last Bridge* ver. 1.1 in *Retro Pak II*)—1 Rec/Roar 3 (<10 ratings, for Just Another Bridge)

1988

After another gap in 1988, there would be *DASL* scenarios published every year from 1989 through 2016.

1989

In 1989, two scenarios were released at Origins by *In Contact*. These were later reprinted in *Out of the Attic*, Multi-Man Publishing's way of bringing back good scenarios from the early days of *ASL*. Also, the first *ASL Annual* featured three scenarios. 'L'école Normale' is of interest for its simultaneous setup Special Scenario Rule. 'Last Act in Lorraine' has a non-*DASL* version, but it's been said the *DASL* version is the better one. Top pick for this year would be 'Back to School' with its eight recommendations.



HEDGEROW HELL



Mixo - Jan 13, 2006

Components - added in this picture are the overlays from the 1995 Winter Annual

ASL: Hedgerow Hell AFV Card Counters										Front	8702031/32
NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO		
NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO		
NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO		
NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO	NO AMMO		
G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	Current	
G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	G (D11.1)	Current	
Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)		
Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)	Sz (D11.2)		
Culin-Equipped	Culin-Equipped	Culin-Equipped	Culin-Equipped	Culin-Equipped	Culin-Equipped	Culin-Equipped	Culin-Equipped	Culin-Equipped	Culin-Equipped		
Inherent Driver Only	Inherent Driver Only	Inherent Driver Only	Inherent Driver Only	Inherent Driver Only	Inherent Driver Only	Culin-Equipped	Culin-Equipped	Culin-Equipped	Culin-Equipped		
FT-Equipped	FT-Equipped	FT-Equipped	FT-Equipped	FT-Equipped	FT-Equipped	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)		
Removed (D6.631)	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)	Removed (D6.631)		
No Tracker	No Tracker	No Tracker	Depth	Month	ASL SAN	ASL SAN	Axis ILL	Axis ILL	Axis ILL		

B-5048 5/87 17881-4

The *British AFV card set* was released contemporaneously with the original desert module *West of Alamein* but as a separate accessory item.

Churchill Crocodile

6/1944-5/45†

HTV

BPV:120

WGT:47.5

RF:1.3-1.1†

Size:-1

MP:7

GT:7

CS:7

SA:BF36(x12)

MA:75

ROF:1

CMG:4

Arm:s8,WP6,sD7,sM8††

Notes:38†,Z††

ID#

Place Malfunction/Disabled/No Ammo/Armor Leaders as appropriate

A

MA

SA

CMG

s8

WP6

Armor Leader

B

MA

SA

CMG

s8

WP6

Armor Leader

C

MA

SA

CMG

s8

WP6

Armor Leader

D

MA

SA

CMG

s8

WP6

Armor Leader

†Z. This AFV has both a sD and a sM. The owning player may make a usage attempt (D13.2) for either (but not for both) during a Player Turn, after declaring which one he will attempt to fire. All other Smoke Dispenser rules also apply unchanged.

††Z. The Crocodile was a conversion of the Churchill VII. The FT gun replaced the BMG, and a two-wheeled, armored trailer carried the flame fuel and tanks of pressurized-nitrogen propellant, all this equipment being provided in kit form. The FT fuel was a liquid form of napalm which adhered to almost everything it touched, and whose flame was extremely difficult to extinguish. Crocodiles were occasionally called on to support U.S. units—e.g., during the assault on Brest—and received high praise for their valuable assistance. In June 1944 a Crocodile troop comprised four such AFV (later sometimes three, depending on the date and unit).

†SA† applies only to the SA FT.

†The Crocodile's trailer has an AF of 6, and can be instantly disconnected (even if destroyed) by its unshocked, non-tanned inherent crew without need of MP expenditure or losing Motion status. Once the trailer is disconnected, replace the Crocodile with a Churchill VII counter marked with a BMG Disabled counter; the extra MP gained can be used immediately if the AFV is otherwise able (and allowed) to do so. TK Case A never applies to a trailer. [ERRATA: A trailer, regardless of type/tonnage/vehicle, never leaves a wreck when it is destroyed.]

†Dates and RF for NWE use are 6-9/44 (1.3), 10/44-1/45 (1.2), and 2-5/45 (1.1). For use in Italy they are 4-5/45 and 1.3.

1989 SCENARIO LIST

In Contact

IC1 The Road to St. Lo—1 Rec/Roar 6

(reprinted in Out of the Attic 1 as OA1)

IC4 Hell on Wheels—Roar 6 (reprinted in Out of the Attic 1 as OA4).

ASL Annual '89

AD1 L'école Normale—2 Rec/Roar 6

AD2 Last Act in Lorraine—2 Rec/Roar 6

AD3 Back to School—8 Rec/Roar 6



1990: An Experiment that Failed

In the *ASL Annual '90*, this notice appeared:

“Those fans of *ASL* who have yet to experience the joys of the Deluxe version of this popular game system might be interested to learn that the retail price of each of these modules—STREETS OF FIRE and HEDGEROW HELL—have been dropped to \$20.00. Given all the challenge of the scenarios, the beauty of the mapboards, and the information found on the AFV cards in these titles, this is a rare bargain. After three printings, no more are planned for these *ASL* modules; once current stocks are depleted, you won't be able to find either again.”

Rex Martin further remarked in the letters column: “As for the Deluxe *ASL* modules, these are being phased out. It is unfortunate that too many players disdained *DASL* without having ever tried it. Consider *DASL* an experiment that failed (saleswise, anyway).”

1990 saw the publication of nine *DASL* scenarios, leading off with top pick ‘Lehr Sanction’ from *ASL News* (later published in *ASL Annual '91*). Four scenarios came from *On All Fronts*, including parts one and two of their Kharkov trilogy, three from the *ASL Annual* and Steve Swann gave us a free scenario, ‘Whitmann’s Turkey Shoot. This may have been the first online offering of a *DASL* scenario.

In my play of ‘Lehr Sanction’, I described it thusly: “It was pretty intense, the German 4-6-8s clawing their way through bocage to the British positions. The Panthers had wiped out the Firefly tank support but an 80mm OBA landed right on top of the German platoons at their jumping off points (my mistake) and turned the game back to the British. We both would play again, fun scenario.”

Of ‘Lehr Sanction’, Perry of MMP wrote on Gamesquad: “A very fun scenario that favors the Germans. I look forward to printing the rebalanced version in *Deluxe Redux*.”

The other top pick would be ‘Intimate War’, the first *DASL* scenario to feature the Japanese.

1990 SCENARIO LIST

ASL News 11

NEWS18 Lehr Sanction—3 Rec/Roar 6 (reprinted in *ASL Annual '91* as AD7)

On All Fronts Issue 85

O85.2 Paratroopers in Oil—Roar 4 (<10 ratings)

On All Fronts Issue 86

Italy

Steve Swann’s Free Scenarios

SS-6 Whitmann’s Turkey Shoot

ASL Annual '90

AD4 The Island—2 Rec/Roar 6

AD5 Intimate War—3 Rec/Roar 5

AD6 Breakout—Roar 5

On All Fronts Issue 91

O91.1 Kharkov #1: Battle for the Square—Roar 7 (<10 ratings)

O91.2 Kharkov #2: Collapse of the Tractor Factory—Roar 3 (<10 ratings)

1991

1991 had three scenarios from *On All Fronts*. Notes from my play of ‘Kharkov #3: Fight for the Anti-Tank Ditch’ state: “As the Germans took the first stone building, the Russian shots and sniper (SAN 5) broke a lot of units...the T-34 was dealing a lot of damage...Turn 4 the Germans got a foothold into the second stone building. The T-34 shook off three squads (1 berserk) but the

StuG finally eliminated it. The StuG helped wrest control of the last stone building. The Russian sniper wreaked havoc...the last attacks broke a squad, killed a 9-2 and a hero. The Germans were able to break a stack trying to regain a foothold. Last chance on the last turn, the Russian hero advanced into the stone building, but the German leader helped ambush the hero and prevented it from a chance at victory.”

Scenarios from the *ASL Annual* and the *Rout Report* rounded out the year.

1991 SCENARIO LIST

On All Fronts Issue 92

O92.2 Kharkov #3: Fight for the Anti-Tank Ditch—Roar 6 (<10 ratings)

On All Fronts Issue 93

O93.1 School Daze—1 Rec/Roar 7 (<10 ratings)

O93.2 Counterattack on Martinville Ridge (renamed OAF8 Attack at Martinville Ridge, reprinted in *OAF Pack 1*, & then as CH156 Hill 150 in *Critical Hit Vol. 6, No. 4*)—Roar 2, 2, 5 (each <10 ratings)

ASL Annual '91

AD8 Gruppo Mobile—Roar 3

Rout Report IV

Z1 Commando—Roar 6

1992

In 1992, both scenarios from the *ASL Annual* are top picks, with an At the Point scenario closing out the year.

1992 SCENARIO LIST

ASL Annual '92

AD9 Royal Marines—6 Rec/Roar 6

AD10 The Tiger of Toungoo—1 Rec/Roar 7

At the Point #11-12

ATP6 Kraut Corner (not to be confused with the non-Deluxe scenario in *Beyond the Beachhead*)—Roar 5 (<10 ratings)

1993

1993 had two offerings from *ASL News*, two from *On All Fronts*, one each from the *ASL Annuals 93a* and *93b* and one from *The General* magazine. All of scenarios from the official publications are top picks: the night scenario ‘Sicilian Midnight’, ‘Tussle at Thomashof’ (later reprinted in *Operation Veritable*) and ‘The Kiwis Attack’.

The reissued ‘Tussle at Thomashof’ gave the attackers another Churchill tank, but the attackers still appear to have a difficult time (ROAR stats: 35-14 pro-German for original scenario, and 15-3 pro-German for the updated scenario). One opinion online suggested that the attacker doesn't have enough time to achieve the objective.

In my play of ‘The Kiwis Attack’, the New Zealanders (4-5-8s (x20) and four Sherman Vs) were tasked with trying to exit 20 VP off the opposite map edge through a defence of German paratroops, a StuG and a PaK 40. On the last move, a Sherman was able to survive three Panzerfaust attempts to

exit for the necessary points.

Also, *ASL Digest* published 'Smoke the Kents!', another top pick for this year that would be officially published next year in *The General* magazine.

1993 SCENARIO LIST

ASL News 21

NEWS37 A Bush Across the Street (reprinted in *Scroungin' ASL News* as ASL NEWS37, renamed RetroPak14 Ivan's Hide v. 1.1 in *Retro Pak II*)—Roar 7 (<10 ratings for A Bush Across the Street)

On All Fronts Issue 105

O105.2 A Glean of Bayonets—Roar 6 (<10 ratings)

The Avalon Hill General 29-6

GD-B The Kiwis Attack—5 Rec/Roar 6

ASL Annual '93a

AD11 Sicilian Midnight—3 Rec/Roar 7 (reprinted in *Out of the Attic 1* as OA12)

AD12 Tussle at Thomashof—5 Rec/Roar 6, 5 (reprinted in *Operation Veritable* as HS23)

On All Fronts Issue 107

O107.2 The Zuid Willems Canal—Roar 7 (<10 ratings)

ASL Digest Issue 3.10

MS1 Smoke the Kents—4 Rec/Roar 7 (reprinted in *The General* v. 30 no. 3 as GD-C)

ASL News 22

NEWS44 Cornered Tigers—Roar 6 (reprinted in *Euro-Pack III* as Euro-Pack44)

1994

In 1994, two top picks came from the *Rout Report*.

When we set up to play the top pick 'The Mailed Fist', an onlooker recalled it to be a fun scenario, if not imbalanced. Indeed, ROAR had it at 42-13 pro-French. The German side is tasked with advancing across a half-board and eliminating all French 4-5-7s by a long road. Even with a fun battle of early war tanks, it was as tough as advertised on the Germans even with the balance. Still, my opponent still wanted to play again someday.

'Slam Dance', the other top pick, was described by Eric Visnowski, our local *DASL* afficianado, as "a very dynamic scenario with a chess-like feel combined with good old fashioned hack and slash *ASL*." It is set in Oosterbeek, with British paratroops and Germans wresting buildings from one another.

Critical Hit, *ASL News*, and Time on Target provided the other three *DASL* scenarios for the year. For *ASL News* this would be their fifth and last *DASL* scenario.

1994 SCENARIO LIST

Critical Hit Issue 1 (reprinted in *Critical Hit Retro Issue 1*, as CH7 v1.1)

CH7 Prelude to Breakthrough—Roar 6 (<10 ratings)

ASL News Issue 27

NEWS50 The Grain of Sand—Roar 5 (<10 ratings; do not confuse with the Le Franc Tireur scenario of the same name)

Rout Report Issue 4.4

Z11 Slam Dance (reprinted in *Critical Hit Rout Pak I* as Rout Pak6)—3 rec/Roar 6



Z12 The Mailed Fist (reprinted in *ASL Annual '94* as AD13)—5 rec/Roar 6

Time on Target Issue 1

TOT3 The Pride of Lions—Roar 6

1995: Overlays

In 1995 Critical Hit provided four scenarios, with Time on Target and an online offering by Jeffrey Shields giving us two more.

The *ASL Annual Winter '95* provided overlays for *DASL* but these were undersized. They were reprinted in *The General* 30-3, and currently are available on the MMP website. Many years ago on Gamesquad, wrongway149 noted that for *DASL*, "a slight change by SSR or overlay can change the play of a board much more dramatically when such a small area is used." Not surprisingly, over 10% of *DASL* scenarios from 1995 onward would feature overlays.

Jim Aikens, prolific writer of After Action Reports and president of the Socal *ASL* club said of 'Nightmare at Naha': "This is a big, 9 turn city fight set in Naha, Okinawa in 1945. The Marines get 15 squads (mix of 768 and 668's) supported by 2 POA flame tanks and some Shermans, along with 4 DCs and a FT. The Japanese get a mixed quality force with two 47L's and two 70*'s, plus 4 DC's, MOL's, Booby level A and a SAN of 5, and *set up entirely HIP*. We slugged it out for 9 full turns, and it came down to my Japanese HS and two striped crews holding on to one hex in the victory building for the win..."

1995 SCENARIO LIST

Critical Hit Leatherneck 1

LN12 Nightmare at Naha—2 rec/Roar 6 (<10 ratings)

Critical Hit Issue 2

CH23 Suffer the Children... (reprinted in *Critical Hit Retro Issue 2*)—1 rec/Roar 5 (<10 ratings)

CH24 Those Normandy Nights (reprinted

in *Critical Hit Retro Issue 2*, *Critical Hit* 7.2 as CH24a, and in *BoB Normandy* as BoB Bonus)—Roar 7 (<10 ratings)

Critical Hit Issue 3

CH29 Gift Wrapped (reprinted in *Critical Hit Retro Issue 3* as CH29(a) Ver. 1.1)—Roar 7 (<10 ratings)

Time on Target Issue 2

TOT26 Free-for-All—1 rec

Jeffrey Shields (online)

The Last Wave

1996

In the *ASL Annual '96*, the classic 'Mayhem in Manila' appeared, and was Rick Troha's 6th *DASL* design. Over its lifetime, the *ASL Annual* published over a dozen *DASL* scenarios.

On All Fronts and Critical Hit each published a scenario, and around this time I believe Jeffrey T. Allen put up four online scenarios.

My one play of 'Mayhem in Manila' came down to the last Close Combat roll.

1996 SCENARIO LIST

ASL Annual '96

A103 Mayhem in Manila—11 rec/Roar 7

On All Fronts Issue 120

O120.4 Apartment Hunting

Critical Hit Issue 4

CH42 Teryaeva Sloboda—Roar 3 (<10 ratings)

Jeffrey T. Allen (online)

JA1 Garvis

JA8 A Stroll by the Falaise Road....

JA08 Last Resistance

JA09 Purple Hearts Galore

1997

In 1997, tournaments were the main source of *DASL* scenarios. A pair of Australian tournaments produced one scenario each, as did the Wild West Fest '97 and *March Madness '99 Pack*. The earlier iteration of 'Another Day, Another Field' is a top pick and is one of the few *DASL* one-mappers (there are 13).

Also, *On All Fronts* gave us their last *DASL* scenario, the 12th over a span of 11 years.

1997 SCENARIO LIST

CanCon Tournament Scenario 1997

SAGA 2003A Time to Kill—Roar 4 (<10 ratings)

On All Fronts Issue 123

O123.1 The Strongpoint

March Madness '97 Pack

KE 8 Another Day, Another Field—1 rec/Roar 7, 6 (reprinted in *March Madness '99 Pack* as KE14)

Wild West Fest '97: Shelling Mini-Tournament (reprinted in *ASL Journal 2*)

J21 Scobie Preserves—1 rec/Roar 6

Saga Tournament Scenario 1997

SAGA '97-A In Arrears

1998: Avalon Hill is Sold

The Avalon Hill Game Company was sold to Hasbro. *Doomed Battalions* barely made it out the door.

Third-party scenarios arrived from Heat of Battle's *Recon by Fire!*, *Dispatches from the Bunker*, *MMP News* on the internet and Critical Hit. Top pick from this group is 'Into the Cauldron'. Jim Aikens posted: "I have to say, this HoB scenario is a real gem. It's a hard core, take-the-factory-at-all-costs, headbutting battle of annihilation."

Dispatches from the Bunker would produce seven original *DASL* scenarios from 1998 through 2008, some of which would be reprinted in the official *Out of the Bunker* pack. 'Headhunting for Bloody Huns' is a paradrop scenario that is a top pick. Recently lluis61 on Gamesquad remarked that this scenario "Was great fun, continuously re-setting whatever plans any player could (have) had. The adaptation of *DASL* Hedgerow Hell terrain to (Crete) gives great opportunities and nuances. A superb scenario, which I recommend to everyone."

'Kampfschweine' is notable for its

variable map and force mix and was the last of six scenarios from Critical Hit magazine.

In March, *View from the Trenches Issue 17/18* reprinted *Fire for Effect's* Australian Balance System recommendations for the early *ASL* scenarios including *DASL* scenarios 1-18. The commentary is a very good read.

1998 SCENARIO LIST

CanCon Tournament Scenario 1998

CC98-5 Into the Cauldron (reprinted in *Recon by Fire! 1* as RBF7)—1 rec/Roar 7

Critical Hit Issue 5.1

CH90 Kampfschweine—1 rec/Roar 5 (<10 ratings)

Dispatches from the Bunker Issue 5

DB009 Headhunting for Bloody Huns (reprinted in *Out of the Bunker* as OB4)—4 rec/Roar 6, 5

MMP News

MMP2 In the Old Tradition (reprinted in *ASL Journal 1* as J11)—Roar 7 (<10 ratings), 5

1999: MMP Takes Over

By early 1999, MMP had acquired rights to publish *ASL* products, and we saw top pick 'St. Barthelemy Bash' published in the debut issue of the *ASL Journal*. This magazine, like its predecessor the *ASL Annual*, would produce a good number of original *DASL* scenarios (seven to date).

Also of significance was Bounding Fire's *Hell on Wheels Battle Pack* with four scenarios and Deluxe-style map BF1 and rubble overlays, which later were reprinted by Heat of Battle in *Recon by Fire!*

More scenarios arrived from *Dispatches from the Bunker*, Critical Hit, and *Rate of Fire*. Among these, 'The Men from Zadig' is a top pick. Last, a Solitaire *DASL* scenario was published by Critical Hit.

1999 SCENARIO LIST

ASL Journal Issue 1

J6 St. Barthelemy Bash—1 rec/Roar 7

Euro-Pack 5

Euro-Pack91 A Taste of Things to Come—Roar 6 (<10 ratings)

Hell on Wheels Battle Pack

HoW5 The Narrow Front—Roar 6 (<10 ratings, reprinted in *Recon by Fire! 4: Germany's Captured Vehicles* as RBF48)

HoW6 From Bad to Wurselen—1 rec/Roar 6 (<10 ratings, reprinted in *Recon by Fire! 4: Germany's Captured Vehicles* as RBF49)

HoW9 A Perfect Match—1 rec/Roar 7 (<10 ratings, reprinted in *Recon by Fire! 4: Germany's Captured Vehicles* as RBF50)

Dispatches from the Bunker Issue 7

DB13 The Men from Zadig (reprinted in *Out of the Bunker* as OB10)—Roar 7

Rate of Fire Issue 13

DASL Scenario 1 A Clinical War (reprinted as OCTOBear Tournament Scenario 2000)

Critical Hit Issue 6.1

CH108 Assault on a Partisan Home Base (*SASL*)

2000: 2nd Edition Rules

In 2000, *DASL* scenarios appeared in *Dispatches from the Bunker*, Heat of Battle's *Tropic Thunder*, and at the March Madness tournament. The March Madness offering was designed as a double-blind scenario, where at the start, players don't know the exact composition of the other side's forces.

Publication of the 2nd edition *ASLRB* rules clarified the wall advantage and bocage rules, and condensed the Deluxe rules to a single page. Bruce Probst said "Ditching all of the miniatures-related material allowed the saving of that space (while also emphasising, indirectly, just how much *DASL* is more about *ASL* than it ever was about miniatures gaming)."

2000 SCENARIO LIST

Dispatches from the Bunker Issue 8

DB018 Special Delivery—1 rec/Roar 6

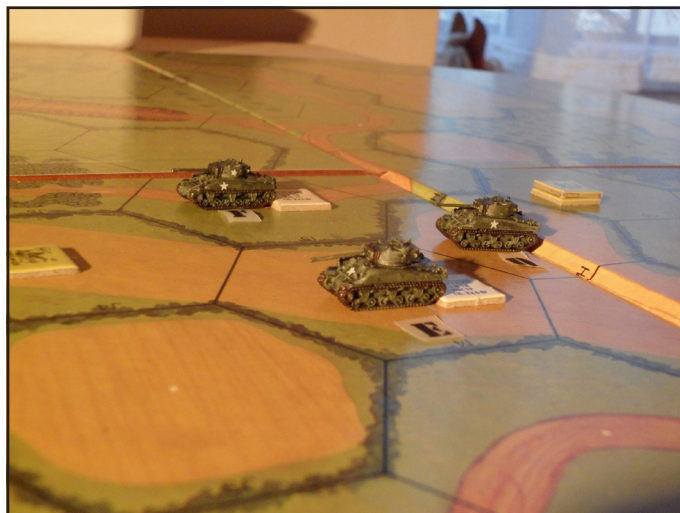
March Madness 2000 Tournament Scenario
MMMM3 Busting the Bocage (reprinted in



The map from Bounding Fire's *Hell on Wheels Battle Pack*.



STREETS OF FIRE
Chigurh - Jul 13, 2013
The beasts are moving and the walls are trembling



STREETS OF FIRE
Chigurh - Jul 13, 2013
Dawn's early lights in alsace 1945.

March Madness 2012 Double Blind Pack and *The Very Best of March Madness (Vol 1)* as MM17)—Roar 6 (<10 ratings)

Tropic Thunder

TT12 Signal Hill (reprinted in *Blood and Jungle* as BFP-66)—Roar 6, 4 (<10 ratings)

2001

In 2001, *ASL Journal 3* gave us two scenarios, including the gem 'Brave Little Emchas' by Pete Shelling. This scenario is a late-war duel of German 6-5-8s, Panthers, Russian 6-2-8s, 4-5-8s and lend-lease Shermans with a zveroboy. It is a design where both sides may find themselves, at some point in the game, on the attack or counterattack.

David Roth and Brian Blad introduced five scenarios online at the Coastal Fortress scenario playtest page. David Lamb's and Paul Kenny's scenarios also appeared at Coastal Fortress, and were later published, respectively, by Critical Hit and Fanatic Enterprises.

I've played 'Blockbusting the Meatgrinder', but not to completion. My notes say: "The 20 4-5-8s became five 4-5-8s and several half squads by the end of Turn 5. They were in position to gain footholds in three more stone buildings, whether they could capture them by Turn 7 would be unknown." If I were to play again, I'd give the New Zealanders the balance.

2001 SCENARIO LIST

ASL Journal Issue 3

J57 Guards Artillery—1 rec/Roar 5

J65 Brave Little Emchas—6 rec/Roar 7

SAGA Tournament Scenario 2001

SAGA 2001E Job Tvoi Matj

Coastal Fortress Gamers Group Online Scenario

BB3.1 Cherry Pickin

BB4.1 Stopping the Cavalry

BB6.4 Tigers on the Hill (not the High Ground scenario)

BB7.2 Blockbusting the Meatgrinder

BB10.1 Beyond the Oder

DL24.3 Cry of the Valkyries (reprinted in *Critical Hit Issue 7.1* as CH164)—Roar 5 (<10 ratings)

PK41.1 Black Monday (published in *Rare Vehicle Scenarios* as PK41.1, reprinted in *Blitzkrieg Pack* as FE 84.1)—Roar 5 (<10 ratings)

2002

2002 saw two scenarios from *Dispatches from the Bunker*, and one from *Heat of Battle*.

2002 SCENARIO LIST

Dispatches from the Bunker Issue 14

DB029 Brasching the British—Roar 1 (<10 ratings)

DB030 88 Alley—Roar 4 (<10 ratings)

Waffen-SS III: Neither Fear Nor Hope

NFNH-13 Snake Ready to Strike—7 (<10 ratings)

2003

2003 had three top picks: 'Himmler's House' from *ASL Journal 5*, 'The Good Shepherd' from *Operation Veritable*, and 'Radio Wars' from Critical Hit. Our local group has tried both 'Himmler's House' and 'The Good Shepherd' as 3-player games and they worked well. The latter is a defensive puzzle assembled from the large proportion of dummy counters and mines.

Fanatic Enterprises also contributed a scenario.

2003 SCENARIO LIST

Operation Veritable

HS30 The Good Shepherd—3 rec/Roar 6

Hero Pax 2

HP13 Radio Wars—5 rec/Roar 7

Fanatic Pack 3

FE47 Aux Barricades!—1 rec/Roar 8 (<10 ratings)

ASL Journal Issue 5

J89 Himmler's House—4 rec/Roar 7 (note that at least two other non-Deluxe scenarios share

this same name)

2004

2004 saw two more scenarios from *Heat of Battle's Recon by Fire!*, with Chas Smith's 'Sverdlikova Melee' the top pick. It came with their second Deluxe-style map, BF2. Also, Le Franc Tireur published a *DASL* scenario.

Fanatic Enterprises for the next three years would produce new nationality sets of AFV cards.

2004 SCENARIO LIST

Recon by Fire! Issue 2

RBF9 Rolling Stones—Roar 6

RBF12 Sverdlikova Melee—2 rec—Roar 7

Le Franc Tireur Issue 8: Normandy

FT44 The Liberation of May—Roar 7 (<10 ratings)

2005: Eastside Gamers to the Rescue

2005 was the debut of a key source of *DASL* scenarios for the next 10 years, the Eastside Gamers. Their first *Design Pak* came with two *DASL* scenarios. *ASL Oktoberfest* published two scenarios as part of their 20th anniversary celebration. Lastly there was a playtest scenario published on the *ASL Australia* Yahoo group.

2005 SCENARIO LIST

Design Pak 1

ESG7 Backstab—1 rec/Roar 6 (<10 ratings)

ESG10 Gut Check—Roar 6 (<10 ratings)

ASL OK XX 20th Anniversary Scenario Pack

ASL XX2 Bydgoszcz Coup—Roar 5 (<10 ratings)

ASL XX8 Counterstroke at Carentan—Roar 5

ASL Australian Players Yahoo! Group (online)

MMcG1 Task Force Abe (playtest)

2006: Rumours

2006 gave us another Australian contribution in the *Armoured Aussie Pack*, and *Design Pak 2* had a scenario.

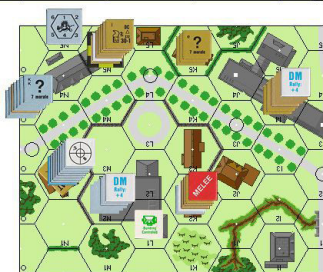
At BoardGameGeek, Jay Richardson noted the genesis of a *DASL* project coordinated by Steve Swann. It would have new maps and scenarios.

At Gamesquad, Chas Argent created a poll, "Would You Buy New Deluxe Boards?" 81% of 115 respondents said Yes.

2006 SCENARIO LIST

Cancon Tournament

C2006.5 Groff's Grief (reprinted in *Armoured Aussie Pack* as BC10)—1 rec/Roar 3, 6 (<10



STREETS OF FIRE

richfam - Feb 7, 2009

Action from Deluxe Scenario 8, "The Schoolhouse," at the end of turn 3. (Only a small portion of the scenario's map is shown).

This illustration clearly shows the appeal of the Deluxe boards: the lack of almost all stacking makes the situation easy to grasp at a glance, and it facilitates the handling of large numbers of counters in close quarters. As a comparison, the small map at the bottom depicts the same exact situation on a version of board d that has the normal small hexes that are the same size as those found on the regular geomorphic boards.

A fortified stone building (dM5) manned by the Russians' best leader, and containing a 50 cal. HMG, is holding up the German advance. Three large German stacks, one of which is visible in dN2, are firing on it without much success. The concealed stack in dO4 contains couple of 1st Line HS, a captured Russian MMG, and an 8-3-8 squad equipped with a LMG and a DC. This stack will Assault Move into dN4 on the next turn to put even more pressure on the Russian fortified building (rowhouses do not exist in this scenario, so the black bar between dN4 and dM5 is Open Ground).

The broken German stack in dM2 had been chasing some routing Russians until they ran into a couple of Russian HIP 4-5-8 squads equipped with DCs. After breaking during FPF and then suffering a placed DC attack in dK3, they routed back to dM2. The Russians they were chasing escaped to dI4, where a concealed leader is ready to try to rally them. The 4-5-8's advanced into dK2 to engage a CX 1st Line squad, and have reduced it to a HS in CC.

The green Building Control marker on building dL1 comes from a small set of marker counters that was included with the other Deluxe module, Hedgerow Hell.

ratings for both)

Design Pak 2

ESG22 Ears for Souvenirs—1 rec/Roar 6

2007

In 2007, *DASL* scenarios arrived from Heat of Battle, Fanatic Enterprises, *ASL Sweden* magazine, Eastside Gamers, *Dispatches from the Bunker* and Critical Hit. The latter published the top pick 'Streets Afire'.

Of this scenario, Eric Visnowski posted: "I have always been a huge *DASL* fanatic, I have played most of what's available multiple times. But to cut to the chase my vote is for Chris Olden's Streets Afire. It has continuous action right from the start, offers combined arms, a unique, well thought out tactical donut, OBA, (and) flame throwers. The excitement level is off the meter in this wildly fun city board slugfest. I have played many a fun *DASL* scenario but few come close to Streets for tension and excitement. Excellent work Chris and company."

Recon by Fire! 4 brought reprints of *DASL* scenarios from the 1999 Bounding Fire Hell on Wheels Pack, as well as one new *DASL* scenario. Included was a reprint of the BF1 Deluxe-style map and deluxe-sized rubble overlays.

Glenn Houseman announced on Gamesquad: "The East Side Gamers are committed to including one *Deluxe ASL* scenario in every scenario pack. Mostly because we love playing on the Deluxe boards, and partly to keep alive this seemingly dying aspect of *ASL* that we have enjoyed so much in the past, and would like to see continue. Are we wrong? Many prominent *ASL* personalities would say we are. Do you think *Deluxe ASL* should just fade away and die gracefully? Do you think it should be kept alive (at least on life support such as we are doing)...or maybe even expanded upon?"

2007 SCENARIO LIST

Recon by Fire! 4: Germany's Captured Vehicles

RBF52 Chou-En Lai's Promise—Roar 5 (<10 ratings)

Budapest Pack

FE151 Brother Against Brother—Roar 7 (<10 ratings)

Dispatches from the Bunker Issue 25

DB061 Housing Crash—1 rec/Roar 6

Total Axis Pack 1

TAP4 Streets Afire—4 rec/Roar 7 (<10 ratings)

Design Pak 3

ESG23 Gak Gak the Ack Ack—Roar 7 (<10 ratings)

ASL Sweden Magazine Issue 1

SAM1 Poles Apart—Roar 7 (<10 ratings)

2008

2008 was a third-party potpourri

with eight titles, one each from Heat of Battle, Southern California *ASL* Club, *Dispatches from the Bunker*, Critical Hit, Eastside Gamers, the Torneo Master Bulletin, the *Panzer Kompany Waffen-SS Pack Teaser* and an online design contest at Gamesquad. The latter produced the top pick ‘Streets of Carpiquet’ described by Jim Aikens as “with two platoons of SS troops supported by a PaK40 defending two buildings against a company of well-led Canadians supported by two Sherman III’s and a Crocodile. The Germans get to deploy 25% of their squads and get two squads HIP. In the first playing, my Canadians just barely squeaked out a victory over EV’s Germans. We then turned it around and tried it again, with my Germans scoring an oh-so-slim victory over EV’s Canadians. Wow, what a great scenario; a real sphincter tightener for both sides. Fun, tense, quick playing, and we think, quite balanced.”

To further reinforce these comments, ‘Streets of Carpiquet’ recorded four Allied wins and four Axis wins in eight matches in the 2019 Canadian *ASL* Open XXIII, and was a crowd favourite.

Jay Richardson reported at BoardGameGeek that *VASL*, the online board gaming platform, had their *DASL* boards a-h redone with a larger hex size and look closer to the originals.

Note that ‘Among the Bravest of the Brave’ has the same force mix as the *Historical ASL* scenario ‘Among the Bravest’, which appears in *A Bridge Too Far*.

2008 SCENARIO LIST

Operation Merkur: The German Air Assault on Crete

AoC4 Town and Country—1 rec/Roar 5 (<10 ratings)

Melee Pack III

MP13 The Blue House—Roar 6

Dispatches from the Bunker Issue 27

DB068 Exit Pole

Total Axis Pack II

TAP21 Last Message Home—Roar 5 (<10 ratings)

Design Pak 4

ESG44 Testis Megalos—Roar 5 (<10 ratings)

Monkeys with Typewriters, Vol. I: Battles of Carpiquet

MwT7 The Streets of Carpiquet—6 rec/Roar 6

Panzer Kompany Waffen-SS Pack Teaser

Among the Bravest of the Brave

The Torneo Master Bulletin

Pavlov’s House (Italian publication—note there are three other scenarios of the same name on non-*DASL* maps)

2009

In 2009 we had offerings from March Madness, Heat of Battle and *Design Pak 5*. ‘Cost of Allegiance’ is notable for featuring King Tigers, something one might



STREETS OF FIRE

scrub - Jul 1, 2009

D1 - Guryev's Headquarters - Ambush outside the headquarters!

not expect to appear on the Deluxe maps.

2009 SCENARIO LIST

March Madness 2009 Partisan Pack:

Partisan!

PP02 New Year's Party

The Long March

LM11 Medieval Warfare—1 rec/Roar 6 (<10 ratings)

Design Pak 5

ESG56 Cost of Allegiance—1 rec

2010: First Official Scenarios in 7 Years

In 2010 the first official *DASL* scenarios in seven years appeared in *ASL Journal 8* courtesy of Pete Shelling. Both scenarios, ‘Charging Chaumont’ and ‘Cobra Kings’ are top picks.

Of ‘Cobra Kings’, Eric Visnowski posted “I recommend Cobra Kings for some good *DASL* action but I urge you to take a very close look at the SSRs. Everything depends on the Americans’ opening move in this one.”

The Rocky Mountain Rumble produced another Shelling scenario (it would officially appear in *ASL Journal 11*). This scenario, ‘Ramcke’s Redoubt’, was described by Jim Aikens as “a barn-burner of a scenario, and by the end of our playing the Americans were down to less than a dozen or so squads (from 25) and the Germans down to about half that.”

And once again we have an Eastside Gamers contribution.

2010 SCENARIO LIST

ASL Journal Issue 8

J123 Charging Chaumont—4 rec/Roar 6

J124 Cobra Kings—5 rec/Roar 6

Rocky Mountain Rumble

J172 Ramcke’s Redoubt (reprinted in *ASL Journal 11*)—Roar 5 (<10 ratings)

Design Pak 6

ESG78 Carrier Assault on Poplar Ridge—Roar 6 (<10 ratings)

2011

The only scenarios in 2011 were two from Eastside Gamers *Design Pak 7*.

Posts at BoardGameGeek suggested that the *DASL* project discussed in 2006 had languished partly due to lack of playtesters and scenario designs.

Chas of MMP created a poll gauging the interest in a new *DASL* pack. Fans enthusiastically said Yes (79% of 164 voters) while detractors wanted that energy put into other *ASL* projects.

Our local *ASL* group has a policy, “If you show up on time, you get to play.” After pairing up, sometimes we’re left with three players, so I’ve looked for *DASL* scenarios that could accommodate this odd number. Ideally, each player would have at least a couple of infantry platoons to work with, separated by distinct geographical sectors. Eastside Gamer’s ‘Blunt Force Trauma’ was one of the few that fit these criteria. It has Russian 4-4-7s and conscripts defending several buildings, backed by some guns and a pair of T-26S tanks and 5-2-7 reinforcements. The Germans have an elite 5-4-8 force entering from the south with a Pz IVF1 and a sIG 1B, with a weaker force of 4-6-7s with three Pz IIIFs coming from the west. In our game, poor dice rolls made it a difficult task for the Germans but we played up to the last turn. It was a fun scenario and the balance did not seem to be

an issue.

2011 SCENARIO LIST

Design Pak 7

ESG89 Blunt Force Trauma—Roar 7 (<10 ratings)

ESG92 Savage Struggle-- Roar 7 (<10 ratings)

2012

2012 had scenarios on paper in *ASL Journal 10* and *Design Pak 8*. From the former came top pick 'It Don't Come Easy', featuring Easy Company of *Band of Brothers* fame.

Online, Scott Holst offered up a playtest scenario as did Gamesquad's "Psycho," who created three small scenarios based on the fictional works of Leo Kessler and Sven Hassel. To me, just looking at these scenarios you couldn't tell real from fictional and I think these could be a nice set of quick-playing fillers.

There was also a free *DASL* scenario at *ASL Oktoberfest*.

My copy of 'Foot in the Door' was misprinted with the title 'The Sawmill'.

2012 SCENARIO LIST

Scott Holst (online)

SS-2 A Tenuous Hold at Best (playtest)

Design Pak 8

ESG97 Foot in the Door (not: The Sawmill)—Roar 4 (<10 ratings)

ASL Oktoberfest free scenario

NM4 Heartbreak Hotel

ASL Journal Issue 10

J158 It Don't Come Easy—3 rec/Roar 6

Pyscho's Home Page (online)

SH8.1 A Russian Never Surrenders

AL5.6 Streets of Aachen

AL7.2 Unexpected Visitors

2013

In 2013, once again Eastside Gamers kept the light on with a single new *DASL* scenario. *View from the Trenches* 89 previewed the *Deluxe Pack* project for which Dave Ramsey of the *ASL Scenario*

Archive had taken up the reigns from Steve Swann.

2013 SCENARIO LIST

Design Pak 9

ESG108 Frosty the Dead Man—2 rec/Roar 6 (<10 ratings)

2014: Deluxe Pack #1

In the summer of 2014, Le Franc Tireur published *Deluxe Pack #1*, with 12 *DASL* scenarios and seven *DASL* maps. Dave Ramsey had production credit, and Steve Swann was credited with the initial pack concept and map creation. The map art was by John Rice. The pack included Pete Shelling's 8th published *DASL* scenario. At the end of his not-unlengthy review of *Deluxe Pack #1*, Mark Pitcavage of *Desperation Morale* stated that this pack was a worthy addition for *DASL* fans.

However, in the comments below the review, Bruce Probst opined: "Furthermore, the boards feature terrain types incompatible with Chapter B (or Chapter J). I was told (you don't mention it in the review) that this would be fixed by notes included in the product, but this only happened as it was being prepared for publication; i.e., this information was never part of the design/playtest process. So the entire design work behind the module is flawed, and if the designer (and playtesters) don't have a sound grasp of something as basic as terrain, what does that suggest about the scenario designs themselves? The *INTENT* behind this product was admirable, but the execution is IMO fatally flawed."

Looking more into this criticism, I examined the pack's inside back cover notes on 1) Grain Roads hexes and 2) Building-Roads hexes, which I believe are the terrain fixes being referred to.

The first note mainly clarifies that firing down a road depiction in the grain has the -1 FFMO DRM apply to infantry moving down that road. Only map d7 shows these hexes, two of them. The common-

sense nature of this ruling makes me think this would have had no effect on playtesting.

The second, the Building-Roads clarification is more detailed, with the main points that a) the road in such a hex is treated as a Narrow Street and b) Street Fighting can only originate from buildings within that hex. Two of these hexes exist, on maps d1 and d4. The lack of vehicles in the three scenarios utilizing board d1 likely means no impact on testing for those scenarios. Three scenarios using map d4 do feature vehicles, and looking at their setups and victory conditions, it appears that one scenario ('The Last Pillbox') could potentially have had its testing affected.

It is still too early to gauge the overall reaction to the scenarios in this pack, but the "slightly recommend" ROAR rating for two of the three scenarios with 10 or more ratings is a good sign.

Another selling point for this pack is that eight of the 12 scenarios feature PTO terrain, which is underrepresented in *DASL*.

I have played two of the scenarios in *Deluxe Pack #1*. 'Scraggy' seemed a tough one for the Japanese to slog through the mud and assault the British in the hills.

More recently, my game of 'Playing Uno' was very interesting with the Japanese trying to exit the opposite edge past a blocking force of 12 British 4-4-7s in dense jungle. The setup is crucial and the British must be able to channel the attack and respond swiftly. The *ASL Scenario Archive* has a report stating "Very subtle and fun scenario. Great use of the excellent maps."

In summary, I think the *Deluxe Pack #1* is well worth buying.

A few months later, at *ASL Oktoberfest*, we saw the last offerings of the Eastside Gamers with a *DASL* scenario in *Design Pak 10*. In a decade of *DASL* contributions, Glenn Houseman designed 11 *DASL* scenarios.

My play of 'Torch and Blast' needed only two-and-a-half hours to complete,



DELUXE PACK 1
rexbinary - Jan 22, 2015
Deluxe ASL Pack No. 1 by Le Franc Tireur





WO BONUS PACK 9
Chigurh - May 29, 2018
Comparison with a DASL original map



WO BONUS PACK 9
gamer72 - Mar 12, 2018
Lots of cowering during turn 1 Chinese MPH.

including setup. It has Elite and 1st-line Italians with the choice of either 1) clearing a force mainly of Russian conscripts from the multi-hex buildings or 2) moving seven Exit Victory Points off the opposite edge. One side of the map is mostly hedge terrain, so it's an interesting scenario from a defensive setup standpoint along with the aforementioned choices for the attacker. It's also a good exercise in commanding brittle troops.

2014 SCENARIO LIST

Deluxe Pack #1

- FT 197 Spoiled Afternoon—Roar 5 (<10 ratings)
 - FT 198 Full of Fire—1 rec—Roar 6
 - FT 199 Playing Uno—1 rec—Roar 6
 - FT 200 Coconut K—Roar 6 (<10 ratings)
 - FT 201 Communication Breakdown—Roar 7 (<10 ratings)
 - FT 202 Burmese Bandits—Roar 5 (<10 ratings)
 - FT 203 Harakiri Gulch—Roar 3 (<10 ratings)
 - FT 204 Fear Naught—Roar 8 (<10 ratings)
 - FT 205 Scraggy—Roar 3
 - FT 206 FDL Chaung
 - FT 207 The Last Pillbox—Roar 7 (<10 ratings)
 - FT 208 To Have and to Hold—Roar 6 (<10 ratings, not to be confused with the *Best of Friends* or *Friendly Fire* scenarios of the same name)
- Design Pak 10
- ESG127 Torch and Blast—Roar 7 (<10 ratings)

2015

The *CH Annual Issue 1* had an Italian offering.

2015 SCENARIO LIST

- CH Annual Issue 1
- CHA5 Mussolini's Fiasco

2016

2016 saw release of the *Nor'easter 20th Anniversary Scenario Pack* from the New England Volunteers and Yankee *ASL*.

It included Ralph McDonald's 5th *DASL* design, notable for the first use of the Le Franc Tireur deluxe boards outside of that pack.

2016 SCENARIO LIST

- Nor'easter 20th Anniversary Scenario Pack
- YASL12 Sorry, Mac!

2017: Any News is Good News

No *DASL* scenarios came out in 2017. The stagnation of *DASL* scenario output in the past few years may have been due to its designers having to rely on just eight official maps for over 30 years.

Perry of MMP posted "Surprise. We are working on reprinting the *DASL* maps in the new method. I do not think we ever said we would never make new *DASL* stuff. I think we only ever said we were not going to make new *DASL* stuff tomorrow. Tomorrow is now yesterday. Stay tuned."

2018: Winter Offensive Bonus Pack #9 & Deluxe Redux P800

In January, a de facto mini-*DASL* module was released in the form of MMP's annual *Winter Offensive Bonus Pack #9*, which raises funds for the WWII Foundation. This time, instead of the standard geomorphic map board and requisite scenarios, the pack featured four new official deluxe boards: i, j, k & l. They were beautifully painted by Charlie Kibler.

The five *DASL* scenarios included top pick 'Checking Out'. It features the German SS needing to control more multi-hex buildings than the Americans (the bulk are 6-6-7s) in their setup area. In my playing, a German two-pronged attack put most of their infantry to the left. These were eventually able to push through and contest the last buildings they needed. One

member of our local *ASL* group opined that it's a tough scenario for the Germans if the Americans stay spread out with a well-executed interlocking defence.

At the 2019 West Coast Melee near Los Angeles, California, 'Phoenix Rising' received good comments. This one was one of three designed in this pack by Kenn Dunn, bringing his *DASL* design total to four scenarios.

My opponent for 'The Replacements' said he'd been waiting a year to play this scenario featuring elite Italian 4-4-7s (x16) with six L6/40 tanks attacking across the width of three deluxe boards. Their goal was two one-hex buildings at the middle opposite edge. We both felt we were winning until the last turn. I suddenly felt I had run out of enough defenders, but lucked out when a squad in the stone building survived some good shots and routed upstairs to maintain building control. Would play again but would like to give the Russians the balance.

In August, Grumble Jones *ASL* blog made available for free download an Ortona, Italy 1943 scenario utilizing one of the new official Deluxe boards.

On October 1st, *Deluxe ASL Redux* appeared on pre-order and surpassed half of its P800 goal before the end of the month. The reissue of the *Streets of Fire* and *Hedgerow Hell* boards, repainted by Charlie Kibler, to the new lighter-weight *Starter Kit* style would make these maps much more portable. Of greater significance would be the reprinting and rebalancing (if deemed necessary) of nearly 40 classic scenarios. Though well-liked, it would be great to see these "oldies but goodies" adjusted for better balance and more in tune with the modern manoeuvre-over-Prep-Fire style of *ASL* tournament play. Lastly the Deluxe overlays would be reprinted along with some rubble overlays as well.



Before the end of the year the first *Deluxe ASL Starter Kit* scenario appeared online, a playtest offering on the Battlefields & Warriors blog. Also, Le Franc Tireur published a scenario using three of their new boards from *Deluxe Pack #1*, which would be Steve Swann's 6th *DASL* scenario.

2018 SCENARIO LIST

Winter Offensive Bonus Pack #9

WO24 Dew of Death—1 rec/Roar 6

WO25 The Replacements—1 rec/Roar 6

WO26 Phoenix Rising—Roar 6

WO27 Checking Out—1 rec—Roar 7

WO28 Dean's Defiance—Roar 6

Grumble Jones free scenario (online)

Illi's Block

Battlefields & Warriors blog (online)

Clearing the Neighborhood (Starter Kit)

Le Franc Tireur Issue 14

LFT240 Commando Beach 2

2019: *Deluxe ASL Redux* "Labor minus 1"

In April, Perry of MMP announced that they had asked Charlie Kibler to start painting the original maps a-h for *Deluxe ASL Redux*. The pre-order count was at about 85% of the goal, 674/800, over 6 months after its start on the pre-order list.

Conclusion

So why has *DASL* survived all these years? The appeal of *DASL* essentially comes down to the following points:

1) Many interesting and quality scenarios, with their distinct flavour of close quarter fighting in the city and hedgerows.

Of the 75 *DASL* scenarios that have had 10 or more respondents rate the scenario on ROAR, 27% are recommended and 80% are slightly recommended or better. Of course, these stats may be 1) biased by being rated more by players who are inclined to play and enjoy *DASL* and 2) for the simple fact that well-liked scenarios are more likely get played (hence reaching the 10+ rating threshold) due to getting more word-of-

mouth.

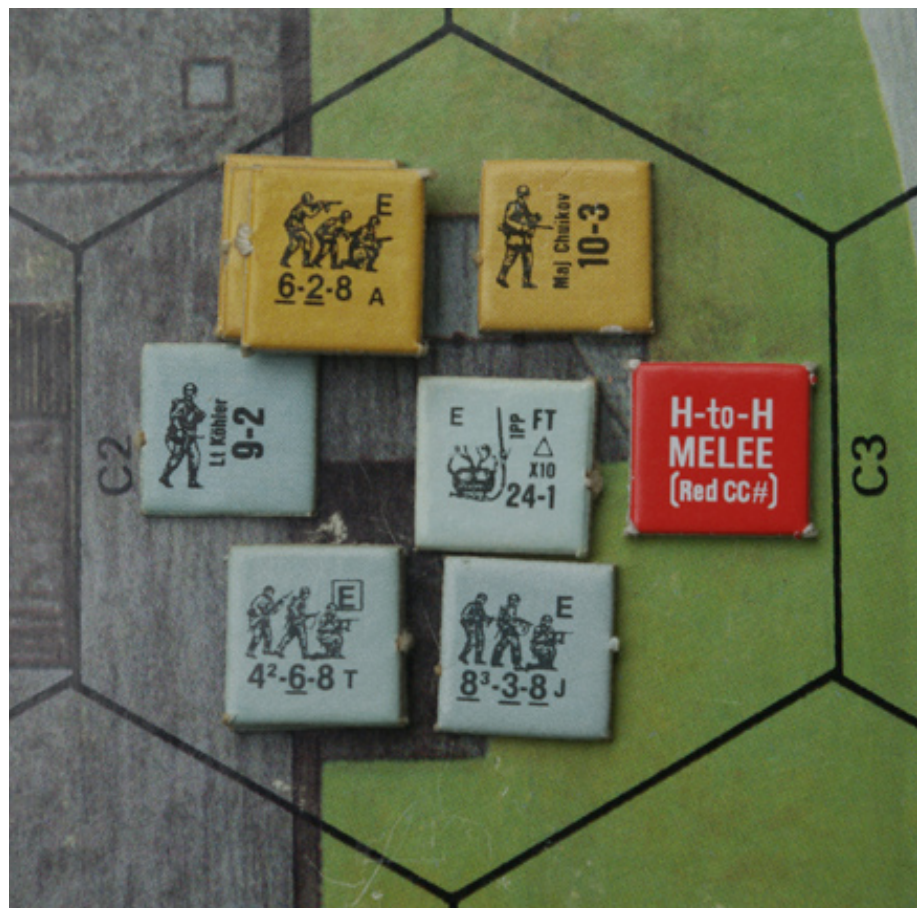
2) Little to no stacking on the large hexes. No more "leaning towers of Pisa" as one player put it.

3) The aesthetic appeal of the larger map art.

Here's to hoping that *Deluxe ASL Redux* will reach the P800 number soon so that the story of *DASL* continues on gaming tables and video monitors around the world, as well as in the hearts and minds of our esteemed scenario designers.

Any errors in this article are my own; most of the information herein was gathered by scouring the internet. Of great utility were the *ASL* Scenario Archive, Gamesquad, Consimworld, Desperation Morale, the Remote Online Automated Record (ROAR), Boardgamegeek and the SoCal *ASL* forums. Jim Traver's 2018 COW spreadsheet (available at the Texas *ASL* website [<http://www.texas-asl.com/>]) was also essential. I also benefited from help from the Gamesquad community. Thanks to Bruce Probst, Jim Aikens, and Eric Visnowski for permission to quote their insightful posts.

Ω



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.

COLD CROCODILES

A Tactical Analysis

Jeff Shields

This article is from Jeff Shields' popular ASL website which he ran during the 1990s. Despite first seeing print in the ASL Annual 1990 the scenario is still popular and was used at HEROES 2019 - Pete

This scenario is a classic, with over 100 playings on the ASL Record (it's now up to nearly 350 as of mid-2019 - Pete). Not only is it an exciting combination of forces, but it's also well balanced between two evenly matched opponents. The German player defends in a small village with modest numbers of stone buildings, and woods. They must be sure that the British do not infiltrate across the sole bridge over the canal to gain the numerous VP on the other side. The British must inflict casualties and capture stone buildings to win. They must cross relatively open terrain early in the game to achieve their objectives. Much of the game depends on how the attacker uses

smoke to foster the advance.

The Germans get an excellent late war infantry force with 2 major league ATGs (88LLs), and reinforcements of 2 JagdPanzer IVs. The ATGs are guaranteed to blow away any tank they hit and even some infantry, while the JgPz IVs can handle the lighter tanks, but are poorly matched against infantry and the British Crocodiles. An important weapon in the German arsenal is the lowly infantry PF. Don't forget about these inherent one shots, they can blow away any tank and can reduce infantry behind walls or in buildings.

The British get a modest infantry force with 2 Cromwells, 2 Challengers, an Offboard Observer, and reinforcements of infantry and 2 Crocodiles. The Cromwells and Challengers are lightly armoured by late war standards, but they're well armed for

the attack; the Challengers (76LL) should be used against the JgPzs, and the Cromwells against the infantry (75), but both tanks should be used to generate smoke (sM and S). In contrast, the Crocs are the ultimate infantry support weapon with a FT (36 FP!), 75 mm gun, MGs, and tons of smoke-making capabilities (sM, sD, WP, and S)!

One thing to note is that a complex of Rowhouses represents one building for building control purposes (A26.14, last sentence).

DEFENDER: GERMAN

The German player must make the most of deception. Proper use of HIP, gaining or retaining concealment, and skulking are required for an effective defence. Placement of the two ATGs, HIP units, and the division of forces between the two boards are decisive factors. While the initial set up is important, the game isn't completely lost given a marginal setup, primarily because of the internal lines of movement. Be sure to shift the defence to meet the main line of the British attack.

Possible GUN Locations:

Note that the ATGs can remain HIP only if emplaced; they cannot be emplaced in a paved road hex. Thus, ATGs can setup HIP in the orchard roads on Bd 23, but they're revealed as concealed units as soon as an enemy unit has a LOS. Note also that the ATG is too big to set up in buildings (B23.423). Don't forget that orchard and brush are concealment terrain but ATG don't suffer the double penalty for changing CA therein as they do in woods (and conditional ROF, too).

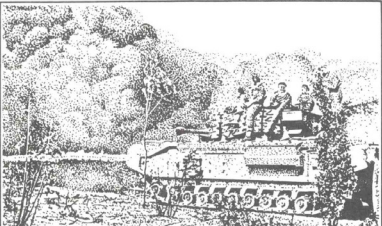
23V10 is too exposed, but it cuts into initial British movement. This position may take a tank or two before it falls to OBA (with -1 TEM for Air Bursts) or infantry fire. The problem comes later, when the ATG will be desperately needed to engage the Crocodiles. Don't forget that an ATG counts as 4 VP when captured. If it's set up forward, be sure to use Intensive Fire to maximize the probability of an AFV kill.

23T8 has some promise but it will probably fall early. The position has LOS to 24X4 and 24Y6 where British AFVs may disembark their riders; it covers Bd 23 roads; and it can provide fire support against 23W8 and 23X8. Yet, it has poor LOS for sustained action.

23T10, 24T1, 24T2, and 24U2 are susceptible to the -1 TEM of OBA airbursts. Harassing OBA can make these hexes

COLD CROCODILES

ASL SCENARIO A25



VICTORY CONDITIONS: The British win if at scenario end they have amassed more VP than the Germans. Casualty VP are amassed in the normal manner; in addition, each stone building is worth four VP for the Controlling side.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4*	5	6	7	8	END
BRITISH Move First									

ST. JOOST, HOLLAND, 20 January 1945: To the 8th Hussars fell the task of breaking out towards Montford and the River Roer. In their path lay the village of St. Joost, a straggling settlement parallel to the Krom Beck, an unfordable stream with but one bridge across it. St. Joost was thought to be held by approximately one company of disorganized, second-line German reservists. At first light on the bitterly cold morning, Lt.-Colonel Goulburn of the Hussars conducted a reconnaissance and decided it would not pose too tough a fight. He ordered I Company of the 1st Rifle Brigade, supported by C Squadron and Crocodiles, to clear the village. Artillery support for the two-pronged attack was laid on. Meanwhile, the other armored troops were kept in reserve to break across the stream as soon as the bridge was seized. At 1430, the attack opened. It was "a bit of a shock" that the Germans in the town were anything but the riff-raff Goulburn thought he was facing.

BOARD CONFIGURATION:

BALANCE:

- British reinforcements enter on Turn 3.
- German reinforcements enter on Turn 3.

Remnants of Regiment "Huebner", Fallschirmjaeger Division 8 [ELR: 3] set up west of the canal, on/north-of hexrow V: {SAN: 5}

Reinforcements: enter on Turn 4 on any one east-edge road hex, having already expended six MP:

Elements of I Company, 1st Rifle Brigade, and of C Squadron, 8th Hussars [ELR: 4] enter on Turn 1 along the south edge, west of the canal: {SAN: 2}

Elements of I Company and of the 141st Armoured Regiment enter on Turn 4 along the west edge:

SPECIAL RULES:

- EC are Moderate, with no wind at start. Entrenching Attempts are NA. All Water Obstacles are Frigid.
- All buildings have ground-level Locations only. The only bridge is the one in 23P7. The valley does not exist; treat all valley hexes as level 0, with other terrain therein existing normally.
- The British receive one module of 80-mm OBA directed by an Offboard Observer at level 3 in a hex along the playing area's south edge west of the canal; the exact edge-hex is secretly chosen and recorded by the British player prior to setup.
- The German may utilize HIP for one squad (or equivalent) and all SMC/SW that set up in the same Location.
- Both German JgPz IV are equipped with Schuerzen (D11.2).

AFTERMATH: The attack was met with furious opposition. Gone was all hope of a walk-over and reaching the Roer in 24 hours. From the village came a terrific din, where the infantry were forced to fight house-to-house along either side of the main road. Some men of Company 1 did manage to reach a grass-covered square about 300 yards into the village, but casualties had been severe (the left platoon being more or less wiped out). The armor had been punished too; the leading tank of No. 2 Troop was burning and the second hit, while so exposed was the right that the Germans were able to knock out two tanks among the reserves parked on the Hingen-Schulberg road to the east. But the Crocodiles and their infantry support lumbered through the back gardens on the western edge of St. Joost and cut in behind the enemy-held houses. In the exceptionally close and hard fighting that followed, the British at last managed to clear about half the village before dusk, taking some 60 prisoners. These were certainly not the reservists that had been expected, but men from the notorious Huebner Parachute Regiment, who had unquestioningly obeyed the "No-Retreat" order from their colonel.

untenable. 23T10 has some decent LOS but the position can be hard to defend.

24Q2 covers the bridge and roads of Bd 23, and provides LOF to important locations on Bd 24 (24U5, 24U6, 24T4, 24T5). The position is also susceptible to airbursts. It puts the ATG back for longer play, and deception.

24O6 is an important position. It is blind to most AR for OBA (depends on location of observer). It covers the centre of the entering British reinforcements. It has LOS to 24I7, and 24I8, and so helps against flanking moves, and it can be defended by the infantry.

24L7 and 24I7 are excellent positions for covering the British reinforcements. 24L7 may be easily assaulted by a careful player using infantry to search locations before entry of the AFVs.

24N1 may look like a good position due to its LOS but it suffers being in the woods (OBA Air Bursts), and placement away from the centres of attack.

24P7 is exposed, but otherwise in the centre of the area for the entering British reinforcements.

24J6 counters a major British flanking effort, but it doesn't defend well against chief objectives in the village.

24K8, 24L8 are too exposed; they will fall quickly to British infantry.

24F7, 24G5 are too far in the rear unless expecting a major British flanking effort. These positions will have targets but usually only minor ones.

Possible HIP Locations:

23V6 with a 238 or 548 is good for covering the road and possible infiltration into building 23Y7.

Consider 24J10 or 24O10 for suicide PF squads to get a Croc, but know that a cautious opponent will search these hexes with infantry.

Some of the above gun locations make good spots for hiding HS or full squads.

Other locations include 24M6 (with LMG for a fire lane thru L6-E10), 24N7 and 24J8 (for suicide stand), 24U9 and 24T9 (to stifle an edge creep).

Possible German infantry positions:

These are weighted for an attack along the British left flank. Don't ignore a determined push down the middle to gain control of the bridge and beyond, but realize that the German can shift some forces to meet a concerted attack in the left-centre. Smoke is of course the key ingredient to the British attack. Note that all units start concealed:

23V6 and above positions for HIP units.

24V3 - 548

24V6 - 548

24V7 - ?, ?

24T9 - ?, ?

24U9 - 548, LMG (alternate with

24T9)

24T6 - 548, LMG (or 24S8, or MMG; this squad needs to be in 24S7 by Turn 4 to cover the R6/Q7 fire lane)

24S5 - 548, HMG, 9-2 (alternate with 24T6, or 24R4)

24R4 - ?, ?, ?, ?

23U8 - 548, LMG

23U9 - 548

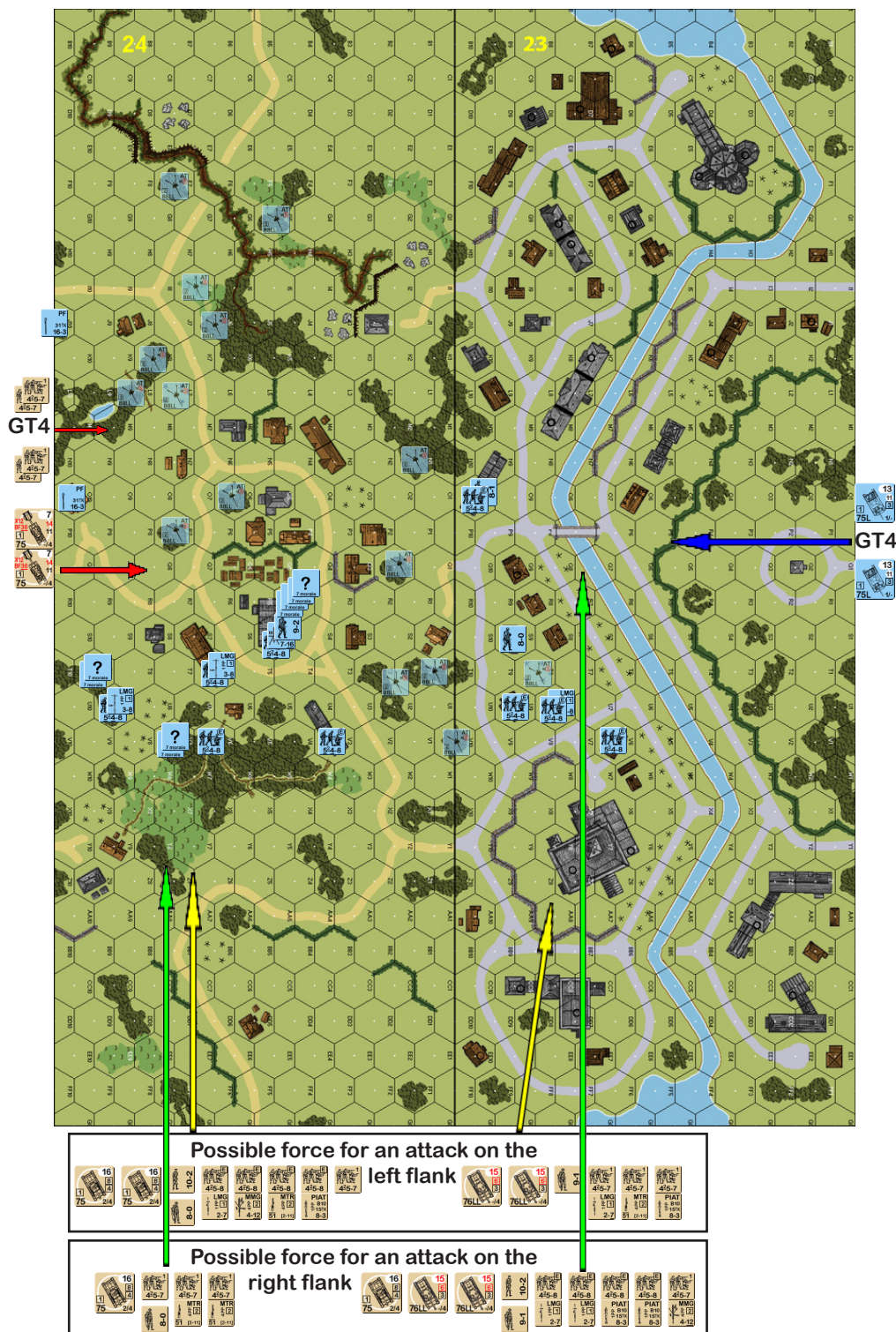
23S9 - 8-0 (to rally the meagre forces on this side)

23O10 - 548, MMG, 8-1 (for fire lane down road; leader can hotfoot it over to 24R4 if needed.) Of course you could instead put an HIP unit here to confuse your opponent!

Additional dummy stacks can go in the central woods (T, U, V), next to the orchard road (23S8), or to bolster the right flanks (24K8 or J8 or elsewhere).

Turn 4 Reinforcements

The JgPz IVs are formidable tank destroyers. They'll kill the medium tanks





easily but getting them into position can be difficult as they can be killed by the Challengers. The TDs are typically used to seal off the bridge against a tank blitz by the British. If they get to the other side of the canal, the TDs can deter the British assault, but they're 'weak against the infantry and Crocodiles so don't squander them in static, unprotected positions.

Notes:

Outlying squads need to skulk and fall back. They can be too easily overpowered by combined attacks with smoke and CC. Their job is to delay the British advance.

Important buildings are 24T6, 24S5, and 23O10.

The ATGs are the linchpins of the defence; they each must account for at least 1-2 tanks before they fall. They should be used to kill the Crocodiles as the Crocs are the major threat to the Germans. Sometimes the threat of a HIP ATG can be as good at slowing the assault as an exposed one.

ATTACKER: BRITISH

The key to the assault is smoke; smoke from the tanks with their smoke mortars and main armament capabilities (this is the main role for the Challengers early in the game), smoke from the OBA with its virtually guaranteed battery access, smoke from the light mortars, and even smoke from the elite infantry with their inherent capability. But don't forget, movement is also critical. The British can only linger for a turn or two before the situation goes from tough to hopeless.

Turn 1 Group:

BEFORE YOU MOVE, DON'T FORGET YOUR OFFBOARD OBSERVER. OBA is critical to the game. It's needed right from the start to either lay harassing fire to weed out the ATGs or smoke to sustain the attack. One to two hexes of smoke will effectively blind defensive fire (+6 or +7) and will allow the British to swamp a position or two early in the game. OBA activities occur at the beginning of the Prep Fire Phase, which is after the setup of reinforcements but before movement.

Most players agree that the British left flank (Bd 24) offers the best avenue for attack. It has cover for both infantry and tanks, routing terrain to sustain the attack, and paths for quick movement. The British right provides cover in the way of buildings but there are numerous open ground and road hexes to be crossed and bottlenecks to overcome. There are, however, more stone buildings on Bd 23 than Bd 24 (10, plus 4 across the canal vs. 6, respectively), and the stone wall around building 23Y7 is as good as most buildings. But this is where the smoke is a necessity, without the proper use of smoke a small German force can delay the British right. Successful attacks can, however, come from either flank.

An attack on the left could look like this:

Consider a detachment of 2.5-3 squads, 9-1, LMG, MRT, PIAT, and 2 Challengers to grab the buildings on the right. The Challengers provide smoke for cover and advance, and are later in position to attack the JgPzIVs. The force is small but it will certainly help in the mid game. If the German player has weighted this flank, the British force should be able to hold out while the left flank takes control of the village.

The rest of the force goes in on the left flank. The Cromwells could make it to 24Y9 (bypass), or 24X5 to unload their riders. The rest of the infantry should hotfoot (CX) it over to 24Z9 and thereabouts on Turn 1. A Cromwell or Challenger could go to 24BB1 or 24BB2 to eventually blow smoke on 24V3 or threaten interdiction in 24S4.

The attack on the Right could look like this:

"Take the majority of the force hard to the right with only a platoon (3 squads w/8-0 and MTRs) to the left along with a Cromwell. The 10-2 and 9-1 go right along with the remaining tanks. The Challengers provide smoke early and look to setup to deny the TDs the bridge. The goal is to be in position at the bridge when the TDs enter and depending on German setup you can

move towards the centre after securing the right. Ideally you get a half squad with a Piat over the bridge to snag buildings or at least play with the TDs. [I've never been able to get any British forces over the bridge. - Jeff Shields] With the reinforcements coming in on the left flank, they can waste the village if needed and smash the Germans in between the 2 strong forces..." - Bret Hildebran

Turn 4 Reinforcements:

It's difficult to predict how to use the reinforcements. In general, the infantry come in around 24M10 and help support the Crocs. The Crocs can actually enter play and fire on Turn 4 if necessary but beware the hidden ATG. Typical tactics for the Crocs against ATG include using sM to blow smoke in a forward, adjacent hex which is then moved into just prior to the flame attack (at 9 or 18 +3). Against infantry, keep the Crocs at two to three hexes and in motion (for an 8 or 16 +0 attack). Always keep the Crocs in motion as otherwise they're big targets that can be destroyed with relative impunity by inherent PFs (2 hexes away a PF needs a 5 TH vs. a moving Croc, a 7 TH vs. a stopped one). A Croc can easily move up to 24Q8 and flame 24Q6, 24R5, 24S7, or 24S8 on Turn 4.

Notes:

Don't forget that the FTs on the Crocs have a Normal Range of 2, and a Long Range of 3.

Did I say SMOKE?! Know it, love it, but most of all USE it!

"The best way to play this one is to not keep track of VP as you go, just keep pushing and playing and killing and when the last die is thrown, start counting things up." - Carl Fago

"As a side note - I've talked to some very good players who feel it's pro-British. I don't necessarily agree to the extent they made their case, but would prefer the Brits I guess - especially if they're getting smoke when needed." - Bret Hildebran (*it's 45%-55% German-British on ROAR at the moment, which would support this feeling - Pete*)

"I come from the other side: I prefer the Germans. Here's why: Cold Crocs is a balanced scenario. But, it takes a little more finesse, in my opinion, to play the Brits. You really need to use Smoke, concealment, and the light mortars well to win. In short, it is easier to screw up as the Brits than as the Germans. Hence, I'll put the onus on my opponent." - Dade Cariaga

Thanks to Dade Cariaga, Carl Fago, Tom Repetti, Brett Hildebran, and Tim Hunsdorfer for providing critical comments.

Guns And Crews As Targets

Ole Boe

This is taken from a document dated July 1998 that contains several different posts to the ASL Mailing List about Guns. It was a reply to the (edited) quote asking for help with the Gun rules – Pete

“Why does my opponent keep firing his tanks at my crews instead of the Guns they’re manning. I thought the crew and the Gun was one. Please help me with the Gun-rules!”

Regarding Guns/crews as targets, they are not treated as one, although it is not possible to target one and not the other with an ordnance shot.

With small arms fire, the Gun is unaffected, but the crew is attacked just like other Infantry units. However, if the Gun is Emplaced they receive a +2 TEM and if the Gun has a Gunshield they also receive a +2 TEM (Note that Gunshields have lots of restrictions). Those two TEM are of course not cumulative, neither with each other or with other TEM. That’s all.

With ordnance, things get a bit more complicated, but not much. Now, both the Gun and the crew are targeted as if being one unit, using either the ITT or the ATT. If you hit, you hit both, not one of them.

You use DRM as normal vs. Infantry, but note that the Target Size DRM apply (making a crew manning a 81mm MTR harder to hit than a crew manning a 50mm MTR since the 81mm is a small target and the 50mm a SW without Target Size modifier), and that the Gun/Crew may use the Emplacement TEM (but not the Gunshield TEM) instead of other TEM.

A miss is best, because that makes it simpler, you don’t have to read further.

If you hit, curse your luck and continue reading...

If the hit was a CH, nice to you. Now the Gun and the crew is automatically eliminated - even if the shot vs. your 88LL Gun was from a light mortar or some other junk.

After securing a non-CH hit, you roll the IFT DR as vs. normal Infantry, using the TEM if firing on the ATT, but no TEM if having fired on the ITT. If the result is a KIA, both the Gun and the crew is eliminated. If the result is a K/#, the crew is eliminated and the Gun is malfunctioned. Note that if more than this Gun/Crew was hit, you must roll Random Selection as normal (Gun/crew is considered as one unit for this purpose) to see if the Gun/Crew really suffered the KIA/K.

If the result is not a KIA/K, the Gun is unaffected, but for the crew something strange happens: if the Gun is eligible for a Gunshield vs. that shot, you add the Gunshield TEM, and **then** you get to see the real result vs. them. If the Gun had no (useable) Gunshield the Final DR becomes the same as when looking for KIA/K.

Note that any applicable Gunshield TEM is added to the Crew effect DR even if you had already claimed Emplacement (or other) TEM during the To Hit DR, making a crew hard to take out.

EX: A Gun w/crew is hit by 80mm ordnance, resulting in a 16 FP attack. If the effect DR is a 2 or 3 the Gun and crew is eliminated, if the DR is 4 the Gun is malfunctioned and crew Casualty Reduced (in other words eliminated). If the DR is 5 and the Gun has no Gunshield, the crew must take a 3MC, but if the Gun has a

Gunshield, the Final DR becomes 7 so that the crew only suffers a 2MC instead.

One other thing to note: OBA attacks are treated the same way.

Ω



To Hit or IFE?

JR VanMechelen

Certain Guns, mainly AA, fire a large number of shells/bullets quickly, so that they behave like big machine guns. ASL represents this by giving them an option to fire using an Infantry Firepower Equivalent (IFE) (C2.29). When a Gun uses IFE, it makes an attack directly on the IFT rather than making a TH DR (C2.29). Acquisition is not relevant to IFE attacks because there is no TH DR. Further, Acquisition is lost when using IFE (C6.5).

So as an example, suppose you have a 20mm Gun (IFE 4FP) which has a -2 Acquisition against a squad. You can fire using the Infantry Target Type (ITT), with a -2 TH DRM for the Acquisition. If you hit, the effects will be evaluated on the 2FP column.

Or you can fire using IFE, in which case there is no TH DR. The attack is made immediately on the IFT using 4FP. As a side effect, the Acquisition is lost.

Why would you fire using the ITT rather than using IFE? Here’s one situation: imagine you are attacking a +5 pillbox at two hex range. The IFE attack will be at 4FP +5, which has no possible effect other than a PTC. But on the ITT you would have a +5 TH DRM for the pillbox modified by -2 Acquisition and -1 Point Blank Range + any other modifiers. The TH DR will probably have a Modified TH# of 8, so assuming there are no other DRM, on a TH DR of 2 you get a CH (which is not possible with IFE) and on DR 3-6 you hit with the effects on the 1 FP with a zero effectsDRM. Much better than a 4 FP +5 shot.

Ω



"THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL* Players Directory. It is broken down by country and then by postal code region. Where a date (in dd mm yyyy format) is shown at the end of each entry this indicates when it was last confirmed.

England

David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (20 Apr 2019)
F. B. Dickens, 62 Yarnfield Road, Tysely, Birmingham, W. Mids., B11 3PG (31 Dec 1995)
Billy Carslaw, 52 Spring Lane, Birmingham, B24 9BZ (19 Mar 2005)
Garry Cramp, 25 Ferndale Road, Hall Green, Birmingham, W. Mids, B92 8HP (31 Oct 1996)
Gary Lock, 7 Dover Place, Bath, BA1 6DX (25 Mar 2004)
Jeff Hawarden, 9 Laburnum Road, Helmschore, Rossendale, Lancs., B4L 4LF (07 Apr 2000)
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (10 May 2017)
Phil Ward, 7 Bumsall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06 Mar 2000)
Wes Hope, 16 Wakely Road, Bournemouth, Dorset, BH11 9EE (15 Jul 2017)
Mat Haas, 8A Farcroft Road, Poole, Dorset, BH12 3BQ (26 Oct 2012)
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (31 Oct 2014)
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08 Mar 2002)
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, BL2 6PL (28 Feb 2019)
Paul Jones, 111 Kildare Street, Farnworth, Bolton, BL4 9NX (19 Mar 2012)
Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012)
Bernie Flint, 58 Coventry Street, Sussex, BN1 5PQ (15 Feb 2018)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG (02 Dec 2018)
Lee Hyde, Sompoting, West Sussex, BN15 0LD (14 Oct 2015)
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (10 Sep 2018)
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (20 Jan 2012)
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11 Nov 1999)
Neil Piggott, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN (03 Nov 1995)
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (26 Oct 2006)
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29 Oct 1997)
Gaute Strokkenes, Girtton College, Cambridge, CB3 0IG (23 Oct 1998)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07 Aug 2002)
Martin Barker, Tradewells, Wratting Rd, Haverrhill, Suffolk, CB9 0DA (11 Jun 2018)
Ken Watson, 18 Arrendene Road, Haverrhill, Suffolk, CB9 9JQ (18 Apr 2011)
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08 Jul 2005)
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (05 Feb 2017)
Ian Ainsworth, 23 Lyneal Avenue, Great Sutton, Ellesmere Port, Cheshire, CH66 2HX (26 Apr 2019)
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (21 Nov 2011)
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (19 Mar 2014)
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE (03 Apr 2019)
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE (03 Nov 1995)
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA (31 Dec 1995)
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19 Aug 2002)
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31 Jul 2001)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (01 Jun 2019)
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (25 Oct 2007)
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18 Jan 1999)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (30 Jun 2019)
Paul Osborne, deliberately missing, Littlebourne, Canterbury, Kent, CT3 (30 Aug 2014)
Neil Martin, 63a Harbour Street, Whitstable, Kent, CT5 1AG (16 Apr 2012)
Paul Treslove, 10 Kings Ave, Whitstable, Kent, CT5 1RZ (24 Apr 2017)
Adam Carter, Whitstable, Kent, CT5 4HN (20 Feb 2015)
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26 Jul 1998)
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS (31 Dec 1995)
Hubert Nor, 39 Rugby Road, Clifton, Rugby, Warks., CV23 0DE (06 Jan 2004)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09 May 2005)
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG (31 Dec 1995)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (01 Jul 2019)
Kris Pugh, 22 Norfolk Place, Welling, Kent, DA16 3HR (25 Oct 2007)
Carl Sizmur, 81 Millfield, New Ash Green, Longfield, Kent, DA3 8HN (25 Oct 2007)
Simon Stanforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (01 Jul 2019)
Sean Pratt, Bankside Cottage, Duffield Bank, Belper, Derbyshire, DE56 4BG (28 Jan 2014)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (14 Mar 2019)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ (31 Dec 1995)
Brian Hooper, 38 Ridsdale Street, Darlington, County Durham, DL1 4EG (25 Jan 2016)
Gavin White, 28 Elton Rd, Darlington, Co Durham, DL3 8HS (11 Feb 2012)
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17 Oct 1998)
Roy Quarton, 8 Basseys Road, Branton, Doncaster, S. Yorks., DN3 3NS (01 Nov 2000)
Kevin Horner, Doncaster, South Yorkshire, DN8 (17 Mar 2013)
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25 Apr 1999)
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21 Jul 2001)
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04 May 2004)
Lee Bray, 16 Admiral Way, Exeter, Devon, EX2 7GA (11 Nov 2015)
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01 Jun 2000)
Chawn Harlow, Exeter, EX5 1DF (11 Jul 2015)
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29 Dec 2000)
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN (31 Oct 1996)
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (13 Mar 2018)
Arthur Garlick, 23 St. Annes Road East, Lytham St Annes, Lancs., FY8 1TA (04 May 1998)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (18 May 2018)
Paul Currie, 18 Rogerley Close, Lytham, Lancs, FY8 4PL (13 Jun 2017)
Russell Gough, 'Bellare', New Road, Cheltenham, Gloucestershire, GL52 3NX (06 Oct 2016)
Tim Bunce, 33 Ryde Court, Newport Road, Aldershot, Hants., GU12 4LL (19 Dec 2011)
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17 Mar 1997)
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30 Apr 1996)
Simon Croomie, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (03 Apr 2019)
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD (30 Oct 1998)
Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, HD2 2BA (21 Apr 2007)
Fish Flowers, Church Farm, Westerns Lane, Markington, HG3 3PB (27 Nov 2004)
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (06 Mar 2008)
Chris Walton, bn Burgan Pond, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (12 Feb 2016)
Neil Andrews, 40Barnshaw House, Coxhill Way, Aylesbury, Buckinghamshire, HP21 8FN (16 Jan 2019)
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05 Sep 2001)
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessele, Humberside, HU13 0NA (31 Dec 1995)
Ruairigh Dale, 77 Riverview Avenue, North Ferryhill, HU14 3DT (27 Oct 2005)
Steve Balcum, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01 Jan 1996)
Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (03 Apr 2013)
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15 Aug 2000)
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17 Feb 2001)
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04 Jan 2000)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (03 Jul 2019)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)
Tom Le Claire, JE2 3ZP (04 Jun 2017)
Gerry Crowe, 1 Abbey Meadows, Chertsey, Surrey, KT16 8RA (18 Jan 2013)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (13 Jul 2019)
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (29 Oct 2013)
Ray Porter, 38 Bishopgate Street, Wavertree, Liverpool, Merseyside, L15 1EW (26 Apr 2019)
Mark Blackmore, Liverpool, Merseyside, L25 4AB (27 Aug 2019)
Craig Benn, 29 Leybourne Road, Gateacre, Liverpool, L25 4SW (08 Mar 2019)
Damien Maher, 21 Crestor Road, Woolton, Liverpool, L25 6DN (25 Aug 2019)

Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ (31 Dec 1995)
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, LA1 3HB (19 Mar 2005)
Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)
Adrian Bland, 15 Blankney Road, Cottessmore, Oakham, Rutland, LE15 7AG (10 Dec 2004)
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (25 Oct 2007)
Richard Hartland, 38 Cunningham Drive, Lutterworth, Leicestershire, LE17 4YR (03 Jun 2012)
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (03 Apr 2016)
Nick Brown, 53 Henley Crescent, Braumstone, Leicester, Leics., LE3 2SA (15 Nov 1996)
Joss Attridge, Newtown Linford, Leicester, Leicestershire, LE6 0AA (02 Jul 2014)
Andy Bagley, Four Pines, Elmeste Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (29 Mar 2019)
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18 Sep 2002)
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10 Mar 1998)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (21 Nov 2008)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (28 Oct 2004)
Daniel Ryan, 110 Maidstone Road, Bounds Green, Enfield, London, N21 2JP (28 Aug 2015)
Greg Stord, 96 Mercers Road, Flat A, London, N19 4PU (01 Feb 2015)
Stuart Brant, Flat 37, Penrose House, 16 Newsholme Drive, Winchmore Hill, London, N21 1TW (30 Jun 2019)
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU (31 Dec 1995)
Andrew Cochrane, 20 Scott Avenue, Craxington, Northumberland, NE23 1HE (18 Sep 2016)
Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (09 Mar 2006)
Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4RB (09 Mar 2006)
Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and Wear, NE38 8AA (04 Apr 2005)
Martin Sabais, 36 Chalfont Road, Walker, Newcastle upon Tyne, Tyne & Wear, NE6 3ES (17 Sep 2008)
Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (06 Mar 2008)
Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12 Mar 2002)
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD (31 Dec 1995)
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (12 Mar 2014)
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ (31 Dec 1995)
Chris Gower, 7 Boxley Drive, West Brndgford, Nottingham, Notts., NG2 7GQ (28 Sep 1998)
Colin Bell, RAF Cranwell, Sleaford, Lincs, NG34 8th (24 Jan 2017)
L. Othacae, 17 Russel Drive, Wollaston, Notts., NG8 2BA (31 Dec 1995)
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT (03 Nov 1995)
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13 Dec 1998)
Nigel Ashcroft, 5 Grassmere Way, Thornwell, Chestow, Gwent, NP16 5SS (20 Feb 2018)
Paul Williams, The Cottage, Robins Lane, Devauden, Chestow, Monmouthshire, NP16 6PB (14 Aug 2010)
Phil Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09 May 2005)
Pedro Santos, 4 Park Avenue, London, NW11 7SJ (13 Sep 2018)
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (09 Feb 2015)
Steve Joyce, 23 South End Close, London, NW3 2RB (31 Jan 2001)
Peter Frazer, 66 Salcombe Gardens, Millhill, London, NW7 2NT (31 Dec 1995)
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH (31 Dec 1995)
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (30 Jun 2019)
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12 Dec 2006)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (25 Feb 2014)
Stefano Cuccurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (14 Mar 2019)
John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23 Oct 1998)
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9PT (16 Apr 2019)
Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilth, Lincolnshire, PE23 5TA (28 May 2005)
Jason Johns, 70 Newton Road, Sawtry, CAMBS, PE28 5UT (22 Aug 2013)
Simon Horspool, Osborne House, High Street, Stoke Ferry, Kings Lynn, Norfolk, PE33 9SF (03 Dec 2016)
Alan Anderson, Penmarve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11 Dec 1998)
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA (31 Dec 1995)
Keith Bristow, 39 Carrouade Walk, Portsmouth, Hampshire, PO3 5LX (12 Oct 2017)
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25 Oct 2007)
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JJ (23 Jan 2014)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)
Steve Thum, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR (31 Aug 2000)
Simon Hunt, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23 Oct 1998)
Jeremy Howison-Haworth, 15 Balcarres Road, Leyland, Preston, Lancashire, PR25 2EL (20 Jul 2017)
Bill Sheriker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)
Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (25 Oct 2007)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (03 Apr 2019)
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05 Jun 1998)
Chris Netherston, 36 Eungar Road, Whitechurch, Hants, RG28 7EY (26 Oct 2006)
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)
Kevin Crokery, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (16 Jan 2019)
Richard Webb, 14 Kitsmead, Cophorne, West Sussex, RH10 3PW (14 Aug 2010)
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18 Jun 1999)
John Barton, 194 Chancetonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08 Mar 2007)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (01 Jul 2019)
Joel Ayres, 8 Wordsworth Rise, East Grinstead, West Sussex, RH19 1TW (09 Sep 2015)
Wayne Bauman, 39 Station Road, Lingfield, Surrey, RH7 6DZ (04 Apr 2018)
Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, RM15 5JL (31 Dec 1995)
David Higginbotham, 18 Westfield Garden, Brampton, Cambridgeshire, S40 3SN (03 Jul 2000)
Mark Tomlinson, 12 Briar Road, Sheffield, S7 1SA (10 Dec 2018)
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE (31 Dec 1995)
Martin Edwards, 127 Pepps Road, London, SE14 5SE (02 Sep 1999)
Michael Essex, 1B Wrottesley Road, London, SE18 3EW (03 Apr 2019)
David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (15 Jul 2013)
Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (28 Mar 2004)
Nic Greas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (09 Sep 2019)
Andrew Campen, 15B Mauldeth Close, Heaton Mersey, Stockport, Cheshire, SK4 3NP (08 Feb 2018)
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (03 Apr 2019)
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire, SK8 1JA (31 Dec 1995)
Pete Bennett, 84 Littlebrook Avenue, Burnham, Slough, Bucks., SL2 2NN (16 Sep 2002)
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (23 Oct 2003)
William Binns, 20 The Warren, Carshalton, Surrey, SM5 4EH (23 Jun 2019)
Gordon Watson, Banstead, Surrey, SM7 3JJ (09 Apr 2012)
Adrian Catchpole, Flat 1, 19 Bank Street, Melksham, Wilts., SN12 6LE (04 Jul 2019)
Jon Sparks, Chippenham, Somerset, SN14 0AA (30 May 2019)
Jon Williams, 17 Larch Road, Coleridge, Chippenham, Wilts., SN14 8QG (06 Dec 1998)
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (10 Sep 2011)
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14 Sep 1997)
Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, SN8 4DS (26 Oct 2006)
Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)
Peter Catchpole, 8 Skintle Green, Colden Common, Winchester, Hampshire, SO21 1UB (28 Jun 2019)
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)
James Crosfield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (15 Feb 2009)
Jonathan Smith, 3 Lingdale Avenue, Sunderland, Tyne and Wear, SR6 8AZ (18 Sep 2016)
Michael Parsons, Rochford, Essex, SS4 2BS (21 Jan 2017)
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23 Oct 1998)
Robert Seene, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19 Mar 2005)
Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21 Jul 2001)
Simon Church, 7 Beauchamp Terrace, Putney, London, SW15 1BW (15 Oct 2015)
Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)
Julian Blackley-Edwards, 1 Elmbourne Road, London, SW17 8JS (21 Oct 1998)
Lee Brimmicombe-Wood, 49 Edgcombe House, Whitlock Drive, Southfields, London, SW19 6SL (03 Aug 2009)
Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25 Feb 1999)
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26 Mar 1999)
David Tye, 35 Redburn Street, London, SW3 4DA (25 Jun 2010)

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!

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.

Chris Courtier, 17b Hargwyne Street, London, SW9 9RQ (23 Oct 1998)
Frazier Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (21 Nov 2018)
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 3QJ (29 Apr 2001)
Bill Eaton, Dart House, 20 Bridgetown, Totnes, 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 8EW (03 Sep 2008)
christopher bourne, 52 horsenden lane north, greenford, middlesex, 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 Dunnock Grove, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (24 Jan 2018)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY (30 Oct 1998)
Matt Dean, 64 Northfield Lane, Horbury, Wakefield, West Yorkshire, WF4 5JL (13 Jun 2019)
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (03 Apr 2019)
Ian Parkes, 45 School Lane, Standish, 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 (01 Jun 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 (27 Aug 2019)
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 (30 Aug 2019)
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)
William Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (28 Aug 2019)
Pete Phillips, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (02 Jul 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 (05 Jun 2019)
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, G6 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, Kirkcaldy, Fife, KY21 2TY (21 May 2001)
Hugh O'Donnell, 11 Rossbank Road, PORT GLASGOW, Renfrewshire, PA14 5AD (28 Dec 2016)
Neil Stevens, Linton Mill Farmhouse, Morebattle, Kello, Roxburghshire, TD5 8AE (19 Jan 2019)
Jonathan Swilliamson, 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 Phillips, 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.

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 BOUNDING 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: £20.00.

Format: To be confirmed but expected to be similar to 2018, IE a five round tournament beginning Friday morning, with an unpublished scenario 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. A mini tournament will run throughout the Thursday, and there will be similar minis throughout the weekend for later arrivals who cannot make the main tournament but would like a structured tournament setting. There'll be plenty of opportunities for friendly play for those who would prefer it, and Starter Kit mentoring sessions/refereeing for anyone interested in attending who is relatively new to the game.

Contact: For more details or to register contact Martin Mayers 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 Loece, 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 Phillips, 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.

JUNE DOUBLE ONE 2020

When: 25 – 28 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 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.

HEROES 2020

ADVANCED SQUAD LEADER TOURNAMENT

5TH - 8TH MARCH (THURSDAY THROUGH SUNDAY) 2020

HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2020 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

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

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

THE VENUE

The Headlands Hotel is familiar to those who have attended in recent years and offers plenty of gaming room for the whole weekend. Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 10 minute walk away. Bed and breakfast is available from just £30 per person for a shared room or £42.50 for a single room.

THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before 1 March 2020 (entry is £20.00 after that date).

HEROES 2020 HOTEL BOOKING FORM

To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to HEADLANDS HOTEL) to Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. You can also telephone them on 01253 341 179 to book your room.

NAME							
ADDRESS							
NIGHTS ROOM REQUIRED FOR (tick each one)							
THURS		FRI		SAT		SUN	
SINGLE ROOM				DOUBLE ROOM			
NAME OF PERSON SHARING WITH							