Hello and welcome to the first View From The Trenches of 1997.

I hope you all had a wonderful Christmas and got loads of ASL goodies - God knows there’s enough of them available now! And ‘97 looks like being just as good a year for our favourite little game of WW2 tactical warfare, with Pegasus Bridge, the ASL Annual ’97, and Action Pack 2 coming from AH/MMP, a special and two regular issues from Critical Hit (as well as one or two other surprises Ray has lined up for us :-)), Time On Target 3, and whatever the fertile minds of ASLers around the world can come up with.

Closer to home, the UK scene continues to grow, spurred on by the successes of both VFTT and INTENSIVE FIRE. The latter has inspired others to organise a mini-con in Blackpool in March (see back page for details), and UK scenario designers are beginning to make themselves known. On a more personal level, I’d like to make “Britain’s Premier ASL Journal” more than just an idle boast, and give us UK ASLers a magazine to be proud of.

Unfortunately, the continuing growth of VFTT has necessitated a rise in its cost :-(( The past year I’ve doubled the size of VFTT, and thus the production cost, but the price, and thus the amount brought in, has remained unchanged. So, other than fold, rising the cost is the only option. I’m sure you’ll all agree that VFTT is still good value at £1.50 an issue - in fact, some people at INTENSIVE FIRE ’96 were all in favour of me increasing the cost to £2!

Some years back, Jim Millard developed a 12 point CA system which saw print in the the now-defunct ‘zine Fire For Effect. Jim has now updated the system and is looking for playtesters, before submitting it to (probably) Time On Target. So if anyone is interested in helping a fellow ASLer, drop me a line and I’ll forward a copy of his article to you.

Well, until next time, roll low and prosper.

Pete Phillipps
INCOMING

The third issue of Time On Target should be available in the UK any time now. The issue comes with a sheet of 64 full-colour mounted and die-cut counters depicting over a dozen of the oft-forgotten German vehicles from the Second World War, vehicles that have been left out of the standard AXL countermix, including such monsters as the Neubauflaeger and the mighty Sturmtiger! The counters are complemented by complete historical notes and rules for each vehicle. Also included are thirteen scenarios, each printed in two colour on high-quality card stock, depicting historically accurate actions involving these and other rarely-used vehicles. The newsletter contains the usual articles on the scenarios, an interview with noted German armour author Tom Jentz, a bibliography, and other AXL-related items.

I had a chance to talk with AXL News editor Philippe Leonard at INTENSIVE FIRE ’96. Issue 31 has been at the printers for some time now, but they just haven’t printed it despite numerous requests by Philippe. “What can I do” he said, rather disappointedly. Issue 32 is also basically ready, but until he has sorted out issue 31 he won’t try and get it printed.

There remains a possibility of the French AXL ‘zine Tactiques reappearing as a bilingual magazine in the near future. If so, one of the first things the new publishers will do is publish English translations of the old material. If a revival is not possible, subscribers and advance purchasers will be refunded any monies owed.

CH have purchased the rights to Soldiers of the Nexus, the module produced by ELR about the Italian-Ethiopian conflict, and plan to re-release it, complete with a historical booklet (by Italian Army expert Adam Geib) and a new scenario or two, professionally printed colour counters, and other, as yet unspecified, goodies. They have also come to terms with On All Fronts (OAF) and will have OAF Pak I out any time now, which will feature a dozen of the best scenarios from the oldest AXL ‘zine in existence.

Ortona: Little Stalingrad is a HASL module under development by the Winnipeg AXL Club, which is based around the Canadian effort to take the Italian town of Ortona in late 1943. The historically accurate map covers downtown Ortona, and includes several new terrain types such as cobblestone, piazzas, and castles. There are three CG and eight scenarios, one of which sees the Canadians trying to capture a castle! No release date has been scheduled yet.

For those of you who hasn’t purchased Action Pack 1, the OBA Q&A contained in it will be re-printed in the ’97 Annual, which is currently scheduled for release in July. There will also be an AXL greatest hits package released, which will contain 30 or more pages of the best articles from The General, the AXL Annual, and 16 of the best “T” “G” and “lettered” scenarios printed on cardstock. No release date or price has been fixed for it yet. The scenarios may also be available separately.

MMP have also released details on Armies of Oblivion. Although these are not fixed, it should contain four new boards, 16 scenarios, counters for the Allied and Axis minors AFV’s and ordnance, and the appropriate Chapter H pages. There is also a chance that a few early war German vehicles that have not been released yet also will also be included, and perhaps even a Mauss counter or two! The Chapter H notes for the new German vehicles appearing in Pegasus Bridge should also be included. As it stands right now, the Polish vehicles and ordnance are pretty much done, and work has begun on the Belgians. No release date or price has been set.

BARAQUE DE FRAITURE

BdF is a HASL scenario pack released from Front Line Productions which is based on the actions at the site more commonly known as Parker’s Cross-roads, where a rag-tag US force held out for three days until being overwhelmed by the 2nd SS Panzer Division.

Physically, BdF is beautiful. The 22”x34” mastsheet depicts the cross-roads itself and the surrounding woodlands, and it as good as anything produced by Avalon Hill. As with the woods boards in CoB and GH, the hex numbers and hexsides are somewhat obscured in the woods - I wonder why no-one else has considered doing these in white like AXL News did for the map they presented in issue 28?

A nice touch is the presence of a CVP/VP/PF Usage Track on the map, along with additional tracks for recording ELR, SAN, NVR, and Battery Access. There is also a summary of the snow and cleared forest rules, very useful considering their use in all the scenarios.

There are nine scenarios, ranging from small 5 turn encounters to the full 12 turn final battle for the cross-roads. Most are straight-forward Chapter A-D infantry and vehicle actions, although there is one infantry, and one night action. Some may be disappointed that there is no CG, but this was considered unsuitable due to the nature of the battles - however they may consider doing one if there is sufficient demand.

The package is rounded out with a 12 page booklet containing an editorial, historical commentary (complete with maps and photographs), OB information, a bibliography, and design notes. The back page has a reduced copy of the map - a minor quibble, but it has no hex numbers on it :-c

I haven’t had the chance to play BdF yet, but overall it looks like excellent value.
ALCOHOLIC
ASL

Compared to 1995’s tournament, alcoholic ASL seems to be an apt description for INTENSIVE FIRE ’96. For some reason (80p a pint being one of them) ASL and alcohol seemed to be mixed together in greater quantities than in 1995, resulting in some weird and wonderful events.

Anyway, I’m getting ahead of myself here. For those of you who haven’t heard, INTENSIVE FIRE is the UK ASL convention. Disappointed at the lack of a UK ASL tournament when compared to many other countries around the world, 1995 saw Neil Stevens decide to organise an UK get-together for ASLers. With no idea of how many people would be interested in such an event, he felt he would be lucky to get 20 players - over 60 actually turned up! With that success, it was inevitable that the event would be repeated, and planning began at the start of 1996 to make INTENSIVE FIRE ’96 bigger and better (for more details about 1995’s event, check out the report in View From The Trenches 6 or Critical Hit 4).

Over 70 ASLers turned up this time, with Europe providing a good proportion of those numbers. There were even players from as far away as America and South Africa, so congratulations are due to everyone for their dedication to The Game. Condolences must go to Paul Saunders though (brother of Andrew, designer of “VFTT1 High Danger”) who was fogged in on an oil rig and unable to attend :-(

It has occurred to me why we don’t see the Americans at ASL tournaments in Europe: Surely these will need to go on for a couple of years before they’ll all want to get involved. And then they’ll want to take charge. And this only after a hostile buy out attempt on TAHGC by SONY of course!

Sounds vaguely familiar to me...

Trev Edwards

Over heard in the UK: You know what’s wrong with American ASL players? They’re Over-aggressive, Over Lucky, and Over Here!

Sam Belcher

The convention is held at the Royal Military College of Science, in Shrigley, near Swindon. This facility has a purpose built conference centre, and also offers excellent accommodation and food at a reasonable rate. Being a military college it also has a number of displays, including a tank shed, an artillery shed, a small arms armoury, and a military wargaming computer centre. These are not normally open to the public, but as Neil is a serving army officer, he was able to get permission for us to visit the tank and artillery sheds.

PRE-TOURNAMENT

Neil and myself got together on Wednesday to finish off the last minute organisational details, but we also managed to find time to get a game of “SP12 Piano Lupo” in during the evening, one of the scenarios from the Schwerpunkt scenario pack. For those of you who haven’t seen it, this scenario sees half a dozen Italian squads well equipped with MGs and stiffened by the presence of a German squad, trying to prevent 5 US para squads from seizing control of a Fortified Building (overlay) and one of two pillboxes on board 11. I took the Italians, and set up the pillboxes on the hill, with the trenches adjacent to them, forming a bunker complex. The rest of my forces defended the fortified building. Neil deployed half his force in the woods west of Q10 and the rest along the Y10 road. The game started with a cautious US advance onto the board, followed by some minor Italian skulking.

The shit hit the fan at the start of GT2. Neil opened up with a mortar against my HMG team who were sitting in a trench. A 3 TH DR was followed by a failed MC. Worse, he kept ROF, and followed up with a 2TH! 60mm mortar round straight into the trench, and the lynchpin of my bunker complex disappeared :-(

The loss of this position allowed his unit to swarm over the fortified building, and advance up the hill to attack one of the pillboxes in CC, eliminating the squad inside. While they waited to enter the pillbox in their last GT, my squad adjacent to them broke them all, disrupting one and pinning his 9-2 leader.

The final Rally Phase opened up with a US 2 Rally DR for the disrupted squad. The Heat of Battle result was - BERSEK!

The manic Yanks rushed into the adjacent pillbox hex, only to be gunned down by a hail of fire.

The problem was that my unit had now First Fired, so other Yanks were able to move in. I Subsequent First Fired to no avail. In desperation, I Final Protective Fired, but the US unit was Fanatic and passed his MC!

At this point, we called it quits, since the US would be able to take the pillbox unopposed :-(

Why, o why did the Italians fire here? They don’t have to fire, because the berserkers aren’t entering their Location.

Patrik Manlig (responding to the AAR we posted to the InterNet ASL Mailing List).

We both thought that the Italians had to fire because the berserkers entered their hex :-( Whether it would have allowed me to win is another matter, although a 6-2 shot against other US units trying to enter the pillbox hex would have (hopefully!) caused him a few problems.

Despite Patrik pointing out our (game-deciding) mistake, Neil claimed A.2 to keep his victory :-)!

Needless to say, I won’t lose that way again!

The first players began turning up on Thursday evening, with the trio from Italy arriving first, complete with a full set of ASL between them (God knows what Customs must think of 10,000 half inch counters - “Honest Guv, they’re not ecstasy tablets!”). They were followed by Luis Calcada from Portugal, who turned up later than planned after spending the afternoon in the Imperial War Museum! Once we had got everyone’s accommodation sorted out, Neil, Jon Williams and I went out for a curry and a beer, but by the time we’d had these it was too late for some gaming.
FRIDAY

The action really started on Friday, as more and more gamers turned up. It was great seeing people I had met for the first time last year, and being able to talk to them FTF rather than by email or snail mail.

A number of games were started during the morning, and the first result of the day went to Derek Tocher, who beat Christian Koppmeyer in a game of “CH61 Prothero’s Hook”.

**IF 96 was a great convention. Many fine guys and a lot of playing making this an absolute ASL highlight in the year.** I managed to play 8 games with a 6:2 ratio in my favour. The experience to play FTF against so many different opponents is a great thing. Many different tactics and play skills. The best scenario was definitely “Test of Nerves” which is a really good (and balanced) one.

**Christian Koppmeyer**

The afternoon also saw back to back matches between Nick Edelsten and Luis Calcada, with Nick winning as the Germans in “A99 Clearing A Roadblock” and Luis winning as the Germans in “T16 Strayers Strays”. Unfortunately there was no decider - maybe next time eh, guys!

Of course, many of us didn’t play anything on Friday afternoon as we were in the tank shed, climbing all over the tanks they have there :-) As far as WW2 gamers are concerned, the most spectacular piece they have is a King Tiger, which you are allowed to enter and play Panzer Commander by sticking your head out of the commander’s cupola. There is also a T34/85, and several modern tanks, including a Challenger and several (ex-)Iraqi pieces!

We had a couple of PCs running throughout the weekend, one running various ASL Game Assistance Programs (GAPs) and InterNet activities, the other a Pentium Pro running Close Combat (the PC game that was originally known as Beyond Squad Leader), for the benefit of the non-computer types out there.

**Close Combat’s much better than fucking playing Squad Leader :-) Will Roberts, heretic.**

After the visits, I was able to get in my first game of the day, a game of “SP7 Delayed On Tiger Route” against Trev Edwards. A fellow Brit and drinker, it wasn’t long before a few beers had been drunk and more than a few dice rolled. This is another excellent scenario from the Schwerpunkt pack, which sees a handful of SS supported by a StuG trying to delay the British paras attempting reach Arnhem bridge. The British force is quite strong, but needs to move fast to get a lot of it off the opposite mapedge. My basic tactic was to advance as rapidly as possible down both mapedges, probing to find his units (which all set up HIP). This wasn’t difficult, as they seemed to find me first :-( Trev can lay claim to the luckiest roll of the game, a 3 DR at Long Range thru Smoke with a 658 and LMG eliminating my jeep, the AT gun it was towing and the crew :-( My most notable roll was a Self Rally for the crew who had broken prior to that - snakes, followed by a leader creation dr of 1! Although his Germans had won against my Brits on the fourth turn of seven, we felt it was still a very good game, and a lot tighter than our match suggested. Both of us seemed to be rolling 3s, 4s, 5s without fail, but the difference was that he was rolling low when attacking, while I was rolling low when Rallying :-(

We interrupted the game for dinner and a visit to the bar for a quick drink. From there we picked up several cans to take back to the hall as the gaming continued into the night.

**There’s nothing wrong with liquid morale!**

**Trev Edwards**

At midnight, I asked if anyone fancied a game back in my room (oer missus!). Aaron Sibley took me up on my offer, and we chose “DASL1 Guryev’s HQ”, as I don’t own Deluxe and wanted to try it out. A couple of others came back to the room to watch, including Nick Edelsten with 12 cans of beer! Despite the growing alcohol consumption, my plan of action seemed sound (a broad front assault into the first building, with LMG teams running down the flanks to cut off the road being the HQ to...
stop his reinforcements entering), as was much of my execution, but I let myself down with a bad decision mid-way thru the game.

(I moved one of my squads covering the road into the HQ, which allowed his reinforcements to reach the HQ unmolested), and Lady Luck swapped sides, allowing Aaron to snatch a win. A great game, and the only one I feel I threw away :-\( Since we finished at 4 in the morning, it was time for some sleep.

**SATURDAY**

The Fireteam tournament started on Saturday morning. For those of you who don’t know about this, a few words are in order. Basically, the players were divided into three man teams, and each team was randomly paired up against three different teams over the weekend in a series of matches. Each match offered three different scenarios to choose from (ranging from simple to complex). The scenarios for Saturday morning were “ASL1 Fighting Withdrawal”, “A22 Crux of Calais” and “VFTTI High Danger”; Saturday afternoon offered “A80 Commando Schenke”, “ToT32 Denouement” and “ASLS9 Smertniki”, and Sunday “A29 Meeting of Patrols”, “CH41 Test of Nerves” and “ToT18 The Aller Waltz”.

The prizes for the winning Fireteam would be a set of superb books: “Tigers in Combat Vol I”, “D-Day Then & Now” and “Blitzkrieg in the West Then & Now”. For the second and third placed teams a selection of goodies from Critical Hit and copies of Schwerpunkt were up for grabs. There would also be a copy of Schwerpunkt special prize for the player scoring the most CVP scored in CC during the tournament scenarios, along with a replica of the German WW2 Close Assault Award pinned to an INTENSIVE FIRE ’96 t-shirt.

There would definitely be a new Convention Champion this year as Bernt Ribolm and the team from Sweden were unable to make it. <Sighs of relief from all over the UK!>

**I went 0-4 for the weekend but was just happy to be there after a nasty 24 hour bug hit me on Thursday night. Typical of my luck - people have been dropping like flies in work all year but Crowley sailed serenely on until ... :)**

**Luck didn’t improve in my first ever tournament game - faced Alexandre, one of the trio of eventual winners, in Fighting Withdrawal. Hey, at one point he asked for a ruling on what would happen if no one exited the map - he generously said it would be a draw but then went on to beat me :(

**Anyway, picked up an opponent (fellow fire-team member Dave Schofield) for my first ever e-mail game. I will get in lots of training for next time. Need to increase alcohol consumption by about 50% though.**

**Steve Crowley**

**Australian Iain McKay leads the Japanese to victory against Andy Price’s Russian in the only match of Smertniki played during the tournament.**

**“I deserve a CVP for being the only idiot stupid enough to play Smertniki!”**

**Iain McKay**

As I wasn’t taking part in the tournament, I was able to play friendly games all weekend, and I took the chance on Saturday morning to register my first win! I played Steve Grainger, who was only down for the morning, at another Schwerpunkt scenario “SP6 Udarnik Bridgehead”. Four Spanish squads (represented by German 468s) have 3.5 turns to break/eliminate half a dozen Russian conscript squads from the area around the board 18 hill. My plan was simple - establish a 16FP killer stack on the hill opposite him (my 9-2, 467 w/LMG and 467 w/MMG), and move my other units through the woods to the base of the hill to mop up anything that broke. And that is basically what happened. The winning DR came when I fired at his last squad, getting a 3MC. He rolled a 3 to pass it, which activated my Sniper on a 1 dr, who moved straight into the squad’s hex, breaking him!

After lunch, and a short visit to the village pub :-) I lounged around for a while, taking the chance to look at Action Pack 1, which Shaun Carter had brought when he went to Oktoberfest the previous month. I had arranged to play Nick Edelsten at something after he finished his tournament match, and we decided to try out “AP4 L’Abbaye Blanche” thus giving the pack it’s first (known) playing in the UK :-)

Nick’s match took longer than from he thought, so in the meantime I grabbed Will Roberts for a quick game, and decided to play “SP6 Udarnik Bridgehead” again, but this time as the Russians. Knowing what to expect, I set up a couple of squads on the hill, and the rest further back out of LOS, so that I would be able to get shots at him as he moved across the top of the hill later in the game. This game came down to the last turn, with the Spanish having to move across an open ground hill to try and take our last squad. Unfortunately, the squad was unable to do too much damage to the Spanish, and their Advancing Fire was able to break me for a Spanish victory.

At this point Nick and I got together for our game. We had a novel way of determining sides - we both needed some beers and I was the only one in a jacket and tie (required to enter the bar), so he got to set up while I went to the bar. And came back with 24 cans of bitter!

Until this game, I hadn’t rolled higher than a 10 all weekend. My first DR of this match was a 12 :-( Closely followed by another for an SS squad MC, and a third soon after. With luck like this, I had no chance, and it was all over by the half way point. I don’t often claim I was diced, but on this occasion, even Nick backed me up.

**Massive public thanks to Neil Stevens for a superlatively organised and well-run Intensive Fire, although Jon Williams and (I believe) Will Nick Edelsten (left) tries to find the rules on Alcohol Consumption! “They’re here somewhere!”**

**Nick Edelsten (left) dices Pete Phillipps (left) at AP4 L’Abbaye Blanche. :-( Note the obligatory cans of beer :)**
Roberts also deserve a pat on the back for their sterling contributions to the weekend.

A little-publicised fact from this tournament is the excellent (Neil-inspired) house rule of a compulsory slug of Scotch for players each time they rolled a double-one. This has several benefits:

(i) A player rolling a lot of double-ones gradually gets more and more lashed, thus giving a convenient balancing mechanism to the game;

(ii) Everybody becomes overjoyed at the sight of the said double-one, rather than the player who rolls it (see (i) above);

(iii) By the end of the game, nobody gives a toss who won or lost, because everybody’s had such a laugh (which as far as I’m concerned is exactly the way it should be...).

By early evening on Saturday, our team (Jon Williams, Simon Morris and myself) had had the best afternoons gaming we’ve had for months - and for that we need to extend our thanks to Nick Edelsten, Peter Bennet and Bob Eburne, who not only proved to be excellent opponents, but truly nice blokes who entered fully into the spirit (pun intended) of the day. Cries of ‘Whiskey!’ followed by riotous laughter punctuated the air with great regularity. Cheers chaps, let’s do it again soon.

Never forget the sacred mantra: “Prep Fire’s for POOFS”

Phil Nobo

By this time it was getting late, and at 2 O’clock, we locked up the convention centre. Unfortunately, there was a student ball going on that night, and several of us has talked about gatecrashing it, to see what we could find :-) We didn’t expect to get in, but we did, and after that things become a blur of dancing, drinking lager and Southern Comfort, and God knows what else. About half a dozen of us were there, including Phil Nobo and Simon Morris, who apparently finished off the vodka at the bar! I have photos of them both in action at the ball, so that should give me two wins next year :-) None of us know what time we left, but the general consensus was that it was about 5.30, 6am!

Breakfast was at 9, and the only tournament game of the day started at 10. I woke up at midday! Oh well...

Phil and Simon had it worse, as they were in the tournament, and were still drunk as they started. Whether they played any better or not is open to question!

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SUNDAY

In the Fireteam competition, two teams were neck and neck in the battle for the championship as the Sunday morning games opened. The Dutch team, consisting of Peter Hofland, Frenk van der Mey and Dirk Beijaard ran into stiff opposition from an international team consisting of Ian Daglish (England), Philippe Leonard (Belgium) and Iain McKay (Australia), while the Franco-Belgian team of the Tielemans brothers and Alexandre Rousse-Lacordaire took on a British team consisting of Robin Langston, Paul Ryde-Weller and Nigel Ashcroft. By mid-afternoon the matches had ended with the Franco-Belgian team proving too strong for their British opponents and were crowned Champion Fireteam. Second place was taken by Jean Devaux, Jean-Luc Baas and Francois Boudrenghien, who forced the Dutch into third place by just three CC CVP! Best individual performance went to Yves Tielemans...

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Mike Rudder, CC Champion with his prize. He earned 58 CCVP, so don't mess with him in CC.

to Derek Tocher (who also won last year, thus making him a contender for top British ASL player I guess), while Mike Rudd romped home to become the CC Champion with 58 CCVP! Finally, the consolation Prize went to Andrew Dando, who went 0-5, but hopefully went home a wiser man :-(

I had a great time (and not simply because I won). The best thing about the whole weekend is, in my opinion, the camaraderie between the participants. I'm already looking forward to meeting old friends again next year.

Derek Tocher

Mike Rudder shows off the hand-crafted Sherman prize for his performance as the best Crusader player at Intensive Fire '96.

force to win. This seemed to get a few plays though, and the general opinion was that it was quite balanced, with most going down to the wire. I'd like to pay this one again though, and see if it is possible to win as the Germans.

By now, I was 6-1 down, and the convention was starting to wind down. After helping tidy things up a bit, I decided to get in one final quick match, so Dave Booth and I sat down to "AP8 A Bloody Harvest". This match was a scream, going down to the wire, and being decided when his Germans moved a 9-2 and 2 squads adjacent to my squad with MMG. With a -1 DRM for FFNAM, a 2 DR was the last thing he wanted to see, but that was what I rolled! Wham, bam, thank you mam! With the loss of those units, he had too few forces left to clear my Poles out of the board with a single handed goal of killing every German in sight, whilst his didn't even wake up to load his gun!

THE LAST DR

I won't bore you all with the details of how I got home, suffice to say that Dave dropped me off in Birmingham at 1am, and then I had a four hour wait until the train home was due :-( I crawled into home at 6.30, and went to bed, even though I was due at work an hour later.

I'd like to pay tribute to the organisers of Intensive Fire '96. In particular mention must be made of 'the main man' Neil Stevens who did a tremendous job under difficult circumstances (international tensions etc!) Thanks Neil.

The games were excellent and I certainly made a lot of new friends and - more importantly - learned lots of tricks and rules 'interpretations', especially from those wily Belgian chappies. Thoroughly recommended!!

David Schofield.

PS try Schwerpunkt scenario "Getaway" - brilliant (what does Pete know!).

Overall then, an excellent weekend. With ASL and alcohol in large quantities, you can't really expect anything else :-) Work has already begun on INTENSIVE FIRE '97, which is provisionally pencilled in for the same weekend, Friday 14th - Sunday 16th November, which gives everyone plenty of time to break the news to the wife, girlfriend, bank manager :-) Be there or suffer a plague of 12 DR!

Almost 10 days have elapsed since the "last shots" of Intensive Fire. What a great weekend we had there at Shrivenham. I've been quite busy since and wouldn't like to forget and emphasise the British Hospitality and all the good moments we spent in a friendly and fun atmosphere. It was great to play ASL and to meet our ASL friends again.

Special thanks to Neil Steven, William Roberts, Pete Philipps, David Schofield, and Ian Daglish for the great time I had a IF96.

See you all in 97....

Luis Calcada

Ω
CHAPTER S AMENDMENTS

17.81 Company Leader Type: only the generic drm is used.

17.821 The chart below supersedes the MMC Replacement Table:

- dr ≤ 1 Elite
- dr 2-5 1st Line
- dr ≥ 6 2nd Line

The cumulative drm still apply.

18.5 A British CG Infantry Company OB consists of:
- Leader x 3 (Platoon Leaders)
- 2-4-7 x 3 (Platoon HQ Sections)
- 4-5-7 x 9 (three Squads per Platoon)
- LMG x 3
- 2” Mortar x 3
- ATR or PIAT (see Chapter H for dates)
- x 3 [all same]
- 1-2-7 x 6 (Platoon HQ SW Crews)

ENEMY RE TABLE AMENDMENTS

The following amendments should be made to the RE Table when the British are the ENEMY.

RE 02 A dug-in, HD, Immobile British AFV is encountered. Use B6 to determine the type.

RE 16 Use B6b for leading and trailing vehicles (EXC: if only leading vehicles, use B6), and B6t for towing vehicles.

RE 24 Use B6 on a dr ≤ 4, or B6c on a dr ≥ 5.

RE 25 Use B6b on a dr ≤ 4, or B6c on a dr ≥ 5.

RE 26 Use B6a on a dr ≤ 4, or British

RE 01 on a dr ≥ 5.

RE 41 British Battle Harden

RE 73 Use B6.

RE 74 British paratroopers are 6-4-8 Squads.

THE MISSING COUNTERS

37mm Bofors AT: see ASL Scenario 58, SSR5 for details.

Airborne Armed Jeep: see The General vol 26 no 5 page 55 for details.

Greyhound Armoured Car: see US counter and use old Squad Leader counters if available.

Weasel: use old Squad Leader counters if available.

Crusader Gun Tractor: an OT AFV that looked like a big carrier on a Crusader III chassis. AF and MP as Crusader III, but MP should be black (as should the Crusader AA). No armament. May tow 17pdr and carry Crew and Ammo only.

Gun Tractor, Portee versions of standard lorries: make record of vehicle ID or use old Squad Leader counters if available.

OPTIONAL COUNTER CORRECTIONS

British Armed half-tracks (the M5, M5A1, M9, M9A1 and White SC) have an inherent driver only, not a vehicle crew. Any AAMG may only be operated by a CE Passenger.

Grant and Lee had no BMG. Grants used in India/Burma had the same 75 MA as the Lee. Lees used in India/Burma has the turret MG cupola removed, while those used in North Africa had the same 75 MA as the Grant.

Comet 77L MA may fire APDS as if 76LL, but use the 88L column on the C7.32 To Kill Table.

Daimler Armoured Car may be fitted with a Littlejohn Adapter to fire APDS in 1944/45. Nominally 50% of Daimlers were so equipped, although they were often removed to enable 2pdr HE to be fired. Use 40LL column on the C7.32 To Kill Table.

All British (including British coloured) tanks (EXC: Crocodile and light tanks) had towing gear fitted during 1944/45. They may tow 6pdr and 17pdr AT Guns, with the Crew as Riders. The Gun suffers from Ammunition Shortage until joined by the correct tractor.

TABLE DESIGN NOTES

B1: same as the US and German tables.

B2: British conscripts not included. The DRM reflects the increase in short range FP late in the war, while higher Morale is offset by reduced ELR.

B3: based on the German table.

B4: the MMG and US MG allocation reflects the increase in “private” weapons as the war progressed.

B5: Outside only.

B5a: also used for standard Guns Inside.

B6: restricted to tanks. As noted above, the tables provide unit integrity to the various types of armoured formations in service.

B6b: The two tables for NWE 1944-45 reflect the two types of reconnaissance formations. This table also replaces B7a Escort Vehicles.

B6a: Morris CS9 often used against ground targets. Use B6 assault guns required.

B7: US vehicles usually in rear supply areas only. See B7t for special towing
tractor vehicles.

B8: British artillery was accurate, so scarce ammunition is offset by skilled gunners.

RE Table: in NWE 1944-45 and Italy 1943-45 vehicles and weapons were plentiful, so random numbers have been replaced by actual Troop/Section allocations.

If you have any questions, queries or ideas to improve these tables, please feel free to contact me at 14 Eagles, Faringdon, Oxon, SN7 7DT.

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UNARMED BUT DANGEROUS

Derek Tocher

So the pathetic cowards, who only a turn previously surrendered to that miserable second line HS, plucked up enough courage, when the sniper broke the guard, to pass a NTC (A20.55), survive a round of sequential CC (A11.33), and then managed to pass a NTC (A20.55), survive a round of courage, when the sniper broke the guard, turn previously surrendered to that miser-

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SCHWERPUNKT

Trev Edwards

Schwerpunkt is a soundly presented publication that is apparently unique in the present ASL product list. It is more than just a set of twelve new scenarios by various designers but it is less than a fully fledged magazine. The idea is to present the scenarios along with designer notes written by the designers themselves. The ethos is to leave total editorial control of each scenario with the designer throughout the publishing process.

What you get is twelve scenarios, printed back to back on six cards. These feature the familiar TAHGC layout and counter design but are printed in black and white only. The print quality is excellent, however. Accompanying this is a booklet printed back to back on six cards. These feature the familiar TAHGC layout and counter design but are printed in black and white only. The print quality is excellent, however. Accompanying this is a booklet which contains designers’ notes for each

Continued on page 14

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WAR DOGS

Jeff Harris

In 1943, the American forces in the South Pacific campaign were attempting to come up with a solution to the effective Japanese camouflage techniques. The Japanese had great ability to infiltrate American positions, stay hidden as their enemy passed them by, and hide snipers in deadly ambushes.

In November, the Americans invaded Bougainville. They brought along their new weapon; the War Dog. These were Doberman Pinschers, a breed noted for their ferocity and keen sense of smell. The use of these dogs was immediately successful at spotting snipers and routing out concealed Japanese positions. At night, the threat of infiltration was lessened and the war dogs became a successful component of US operations on Bougainville.

E13 War Dogs: This SW was introduced in 11/43 to counter the effective Japanese concealment techniques. Use of war dogs (hereafter WD) in other than Bougainville is by SSR. Except as amended below, the WD is considered a SW for all purposes. They may not be deliberately malfunctioned.

E13.1 Starting in November 1943, during any scenario set in the Bougainville campaign, WD may be used. One WD counter (use Mine Dog counters or old SL PF counters) may be added to the US force during any scenario set in the Bougainville campaign, WD may be used. One WD counter (use Mine Dog counters or old SL PF counters) may be added to the US force for every six full-strength (FRU) squads.

E13.11 Any US SMC or MMC can “portage” a WD at 1PP. Japanese use and/or recovery of a WD is NA. Recovery of a WD does not suffer the penalties of G.5.

E13.2 Movement of a WD is that of a portaged SW if possessed by a US MMC/SMC. If unportaged/unpossessed, a WD will
move one hex in the APh in a random direction. A WD is unaffected by the CX status of its possessing unit. A WD may not climb.

E13.21 A WD never has to gain CX status. A WD doesn’t gain the benefit of Assault Movement but it’s possessing unit does. A WD does not count against the PP total of a unit conducting Advance vs. Difficulty Terrain.

E13.3 *Fire Attacks:* WD have no firepower (EXC: CC) and are unaffected by all fire attacks against them except KIA, K, SAN, and Random Selection of their possessing unit. WD do not count in any Random Selection (EXC: CC) and share the fate of their possessing unit. A WD affected by any of the above attacks is removed from play. A WD has no VP value.

E13.4 *Moral:* WD suffer no effects from MC against their possessing unit. If a unit possessing a WD breaks, they must make a NTC to maintain possession of their WD. If the NTC is failed, the WD remains in the present hex, becomes unpossessed and can advance (13.2) if it is the US player turn.

E13.5 *CC:* WD are treated as SMC in CC. A Japanese unit has it’s FP doubled in CC if vs. an unpossessed WD. A possessed WD may add 1FP to it’s owners CC value, in addition to the +1 SMC bonus. E13.51 WD cannot aid in Infiltration, or CC vs. an AFV. The may not Withdraw, attempt Capture, or conduct attacks vs. PRC if unpossessed. Unpossessed WD may attack any Japanese unit in it’s hex in CC. Unpossessed WD have a -3 to their ambush die roll and must attack hand-to-hand as if it were an attacking/ambushing Japanese (G1.64)

E13.6 *Concealment:* WD share the Concealment status of their possessing unit. Unpossessed WD may not gain concealment. Use of a WD, even to “drop possession” is a concealment loss activity.

E13.61 *Detection:* WD modify Search dr by -2. Both the possessor and the WD become TI. A WD modifies the Casualty dr by +2.

E13.62 *HIP:* WD share the status of their possessing unit. If a HIP WD has a Japanese unit, unconcealed, in it’s LOS, the possessing unit must make a Secret NTC. If the roll is failed, the units in that hex lose HIP status and are placed on the board concealed.

E13.63 WD negate G.4 in their hex during any phase.

E13.7 *Snipers:* WD modify Sniper Checks by -3 and become TI with their possessing unit. If a unit possessing a WD suffers any kind of SAN effect (even Pin), that WD is removed from play.

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**ASLAP**

Paul Saunders.

“ASLAP, what the hell is that?” I hear you ask. Well, it is basically a Windows-based Game Assistance Program (GAP) for ASL. It has a very useful and extremely user friendly PBEM facility and is the only Solitaire assist program that I am aware of, as well as a host of other features which I will touch on in this review.

I find that GAPs take the strain when it comes to number crunching, those players familiar with the AH ASL GAP and the Zundel GAP will already appreciate how GAPs speed up play and let players concentrate on the tactical situation rather than continually checking the dice to see if a Sniper attack has been missed or ammo shortage has affected an MG etc. etc. ASLAP will take care of this and more! The program will watch out for Snipers, Ammo Shortage, Booby traps, changes in Weather, NVR, and will also keep track of OBA Chits, PF usage, Battlefront Integrity, CVP, EVP etc.

There are interactive pull down menus to take you through Bombardment, Spreading Fire, CC, HOB, Leader Creation, Placed/Thrown DC, Manhandling, Sewer Emergence, Clearance, Bog Check, Bog Removal, ESB, HD Manoeuvre, Dogfight and Aerial Sighting, just open up the menu, click on the DR which apply, click on ‘Roll Dice’ then read ‘em and weep!! It will work with the IFT or IIFT, although it seems to default to the IIFT so the ‘purists’ will need to watch what FP they type in. For playing a PBEM game combat results are not shown, you need to go into the PBEM assist mode to get the results.

The PBEM Assist Mode is really good and could well become the standard means of playing ASL by email. In PBEM each action taken opens a window where the unit details are typed in, for example you want to fire at hex 24H9 using a 447 w/lmg in hex 24G3. Click on the IFT button on the main screen, a window will open prompting you for the location of the firing unit, unit description, FP, and any applicable DRM/drm, click on Roll Dice. The result (including DR for MC, TC, and any Sniper activation dr) will then be entered automatically on the PBEM window in the normal PBEM format, saves a hell of a lot of typing and standardises the PBEM format into the bargain.

The Movement system is really neat, go to the PBEM assist log (all on Pull Down Menus) type in the starting hex at the bottom of the window and the unit you wish to move, select the type of move you wish to make, Mov, AM, or DT. Next to these buttons is a rosette, click the direction you wish to go in and the program will automatically calculate the row and column of that hex! You may also click on the number of MF expended per hex, all this info is automatically logged and updated in the PBEM Window. When you have finished your PBEM session copy it to clipboard and then paste it into your next e-mailing, it doesn’t get any easier than this I can tell you :-)

There are three dice rolling modes, Random, 36 Pool and 72 Pool. Random will do exactly that, at the end of 36 DR the average will not be 7.00 but after several hundred DR it probably will be 7.00, or very close to it. 36 Pool, each player receives a pool of 36 dr, dr are randomly picked from the 36 until all 36 are used after which a new set of 36 dr are chosen. Distribution will be, 1 two, 2 threes, 3 fours, 4 fives, 5 sixes , 6 sevens, 5 eights, 4 nines, 3 tens, 2 elevens, 1 twelve. The 72 Pool works in a similar fashion although it will not produce the bell curve of the 36 Pool the average will be 7.00. Could this be the end of DR whining? Does your opponent always seem to roll low for his attacks but high for your MC? Go for the 36 Pool option and your troubles are over:-) Maybe!

Finally there is the SASL system, the mode I have used the program in myself. It really does take the strain out of SASL. Features include quick access to activation dr ,action dr , CMD DR, random board generation, random column generation and automated generation of random events. The Infantry Fire Command, Infantry Hold, and Advance attitude tables are also available in the programme. The Random Events for Normal, Russian, Germans, US, Partisans and South Africans are included.

So now we come to bottom line. How much does all this cost? Nothing, zip, nada! Yep, you read correctly. The program is free. For those of you who are not on-line, contact Neil Stevens, at 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE who will send you a copy.
DEBRIEFING

This is the latest set of ASL Q&A which was posted by MMP to the InterNet ASL Mailing List on 26th November. It includes all questions received from 3rd July to 14th September.

They are presented mostly as MMP received them, although some changes have been made in order to present the questions in a coherent fashion.

These questions (and their answers) should be treated just as if they had been mailed to TAHGc with a SAE, in which they were then returned to the sender. Some of these Q&A are destined for publication in the next Annual.

If anyone has any questions then feel free to pass them on to me and I shall post them to MMP.

A8.3 & A8.30 If. during the RPH, enemy units in the same Location use a First Fire. If one of them (e.g. a APC or the MMC) uses a 4PP SW, does the MMC have to use any 0PP, or does the MMC have to use any 4PP to WC the MMC? And if the MMC is using a 4PP SW, can it Defensive Fire any weapon/inherent FP later that turn, and if so, does it have to use Reserves or are they free to use any weapon/inherent FP later that turn?

A8.3 & A9.21 A unit fires a SMG to create a firelane in its squad’s SFF attack, must its use be forfeited as per A8.3?

A9.21 If a Player Turn starts with two adjacent Good order enemy units sharing a wall/hedge hexside, but none of the units are marked with Wall Advantage, who gets to declare Wall Advantage first?

A9.23 If a Player Turn starts with two adjacent Good order enemy units sharing a wall/hedge hexside, but none of the units are marked with Wall Advantage, who gets to declare Wall Advantage first?

A10.2 If an enemy unit fires at an empty hex to gain acquisition during its squad’s SFF attack, must its use be forfeited as per A8.3?

A12.12 Must Dummy stacks consist entirely of OB-given “?” counters? May a non-OB-given “?” counter be placed on top of a Dummy stack by virtue of setting up out of LOS?

A12.12 & A12.12 Do 5/8” dummies lose concealment as if they were Infantry or as if they were a vehicle?

A12.36 & A12.38 If a unit fires at a friendly unit, what happens if a crew enters the Shocked/UK AFV? A. Yes. by D2.32 (side).

A12.8 In the 27 Jun 96 compilation (printed in VFT79), the question on these rules, part of it “May an APV change the TCA or VCA at the end of a friendly fire phase in which the APV may fire at AMM0? A. No. If the APV can fire its MA and its AMMO, may it change its VCA to TCA?”

A13.9 May you designate a new Spotter as long as the original Spotter remains Good Order? If the original Spotter escapes prisoners of the Friendly Board Edge?

A14.1 Does a March 80 unit uke a Freeumo in order to re-man an unarmed vehicle as if they were a vehicle?

A14.21 If an enemy unit fires at an empty hex to gain acquisition during its squad’s SFF attack, must its use be forfeited as per A8.3?

A15.3 Does a unit which has a Morale of 10, but the 1989 erraticized rules list a Roadblock as having a 9 Morale. What is the Morale of a Roadblock?

A17.1 If the order is not specified in C1.821 or C1.822, any TC do?

A18.10 If an enemy unit fires at an empty hex due to Open Ground, must it use the Open Ground cost to get to the root hex in one RPH if not using Low Craw?

A18.10.1 A unit that has a Morale of 10, but the 1989 erraticized rules list a Roadblock as having a 9 Morale. What is the Morale of a Roadblock?

A19.2 For a RPH, enemy units in the same Location use a First Fire. If one of them (e.g. a APC or the MMC) uses a 4PP SW, does the MMC have to use any 0PP, or does the MMC have to use any 4PP to WC the MMC? And if the MMC is using a 4PP SW, can it Defensive Fire any weapon/inherent FP later that turn, and if so, does it have to use Reserves or are they free to use any weapon/inherent FP later that turn?

A20.51 A unit that has a Morale of 10, but the 1989 erraticized rules list a Roadblock as having a 9 Morale. What is the Morale of a Roadblock?
able to use HIP? How would the DC lose HIP? Can the MMG be portaged on a bicycle if the balance comes into effect?
A. Yes. As a Fortification (LOS within 16 hexes of GO unit.) Yes.

ASL A104 “Mayhem in Manila” Can the U.S. win by entering one of the buildings before the Japanese get a chance to use Defensive First Fire? Can they win by advancing into CC before the CC is resolved? Can they win merely by virtue of one of the buildings being occupied by no one?
A. Yes. Yes. No.

The following unofficial errata has also been noted for Action Pack 1.

60+ OBA FP line ONLY applies to U.S. light MTR OBA - not to French or other nationalities’ OBA.
The Radio Contact box should have a “leadership NA” triangle in the upper right hand corner.
In the Contact and Access portion, the black circle pointer to the FFE:2 section should read “Go to FFE:C” instead of “Go to FFE:2”.

A square in the IR section that says “Place IR either in target hex, or along Observer’s LOS” should be a polygon instead and should also allow for the option 3 six-hex method of placement.
The last oval in the Rockets section should be orange instead of green.

HILL 112 REVISITED
Ian Daglish

This is a brief account of a campaign game using Critical Hit’s module Operations of SS Panzer Abteilung 102, played over an AHKs weekend at Gerrards Cross. Taking part were Bill Durrant and Kevin Croskery at the Brits, and Derek Tocher and myself as the Germans. Views and opinions expressed are the author’s responsibility.

TERRAIN
The module uses six ASL mapboards, with one half board sized overlay whose level one open ground represents the summit of Hill 112. As anyone who has visited the battlefield will testify, the gradients are very gentle and the field of vision wide open. At first glance therefore, the game map appeared much too small and offering far too much cover. In particular, board 13 with its elevated road bares little resemblance to the country east of the hill. However, in play these points were no great problem. Always remember John Hill’s assertion that the stated ground scale of 40 metres per hex was very much an approximation!

RULES
There are some holes in the campaign rules, but nothing that cannot be resolved amicably. Incidentally, the all-important Tigers are the VIE(L) variant - with Nahverteidigungswaffe.

STRATEGY
The campaign game is split into “Phases”, each phase being effectively a large scenario. As a rule, the British player gets a completely new order of battle for each phase, while the German strength depends in part on what is left over from earlier combat. There are various Victory Conditions: from sudden death if the German loses 14 Tigers; to campaign victory points if the British gain more CVP in a phase than the Germans; to individual phase VC based on occupation of the hill. In practice, we found the sudden death element unlikely (it would take a rather careless German!) and we eventually gave up recording the CVP as the British were taking heavy losses (interestingly, the Germans still went on killing more of the enemy even though this was not strictly necessary; old habits die hard!). In the end, the game turned on who held the hill.

TACTICS
It is always a challenge to play a new ASL situation, and I for one always look back on a first effort and wish I had done some things differently. In this case, handling the German Panzers, I regretted not making the most of the opportunity to move straight across the board to block the enemy’s obvious entry points (in my defence, my colleague pointed out that this might have risked side shots from HIP 6 pounders). More seriously, by leaving my Tigers too close together, I exposed four to a single 150mm FFE (my loss was only one tank, but unbeknown to my opponents, the one with the 9-2 leader; in fact I do not think I had told Derek I had lost him - sorry Derek!).

With so much British artillery around, it really was a case of closing with the enemy fast to make him think twice about the location of his FFE. Short of any Luftwaffe support to engage the British Aerial OP in aerial melee (weird concept!) the German really does have to pray for loss of contact and red Battery Access chits!

SUMMARY
Overall, the ‘feel’ of the fighting seemed just right; close, bloody, and as ever the phases tended to end with the Germans desperately husbanding his few remaining infantry units.

Battle fatigue among the British, and some excellent play by Derek led to an abandonment before the night phase (with Crocodiles!). I shall remember my dozy Tiger crew who were about to fall short of an important To Hit, then remembered to wake up their 9-1 leader; in fact I do not think I had told Derek I had lost him - sorry Derek!).

With so much British artillery around, it really was a case of closing with the enemy fast to make him think twice about the location of his FFE. Short of any Luftwaffe support to engage the British Aerial OP in aerial melee (weird concept!) the German really does have to pray for loss of contact and red Battery Access chits!

TRENCHES 13
All of you should by now have received a letter from me with your personal and fireteam results from INTENSIVE FIRE '96. I hope this information was interesting and also that it was correct! I have found one or two discrepancies as I have double checked the results but nothing to cause an international crisis.

As I write we are now into 1997 so the first thing I should really do is wish you all the very best for the New Year. I do hope the first thing I should really do is wish you international crisis.

checked the results but nothing to cause an one or two discrepancies as I have double '96. I hope this information was interesting received a letter from me with your personal purchase your own

If he didn't and you are having to now how much stock of certain products I need. 20s or even 30s but it is difficult to know availability. I am ordering products in 10s, stock. After IF'96 I was pretty well cleaned out and it will take some time to get back up to a reasonable level again.

Phew with those things off my chest I can get on with more mundane Crusaders matters!

Thanks to those that are sending in pack will not sell as well as some of the more standard ETO stuff and as a result I am still trying to find levels of stock that will mean I am not tying up too much money with as yet unwanted products and yet I am still able to provide a service. All you have to do is look at the number of items I have or intend to stock and you will realise this is no easy task. My point is; bear with me. Do please phone before you order to ensure I have things in stock.

After IF'96 I was pretty well cleaned out and it will take some time to get back up to a reasonable level again.

If you compare the prices carefully with the previous ones you will notice that one or two products have increased in price and one or two have decreased. The way I have worked this out is by equating $10.00 of the cover price to £8.00. Whilst this is above the exchange rate it allows for postage from the States and does mean that a small amount is made on each sale. Additionally I now plan to charge 10% postage and packing for non-Crusaders on any order made. I undertake to place all orders in bubble wrap or cardboard envelopes to protect your orders. If you, as a Crusader, order direct from me (i.e.FTF) and there is no p & p charge then you still receive a 10% discount. This bottom price (i.e. £7.20 for a $10.00 product) is about the lowest I can reasonably go. I would also like to point out that any money I do make is ploughed straight back into INTENSIVE FIRE and is used to order more stock. You might also be interested to hear that I do use a considerable amount of my own money (I hope the wife is not reading this!) to order stock.

I would also like to mention product availability. I am ordering products in 10s, 20s or even 30s but it is difficult to know how much stock of certain products I need. I know that the PTO Leathernecks scenario

REVISED PRICE LIST

Note it is advisable to telephone me on (01258) 459581 before placing an order to ensure items desired are in stock.

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
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<tbody>
<tr>
<td>Time On Target #1</td>
<td>£8.00</td>
</tr>
<tr>
<td>Time On Target #2</td>
<td>£14.00</td>
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<tr>
<td>Time On Target #3</td>
<td>£21.60</td>
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<tr>
<td>WCW Colour Scenario Pack</td>
<td>£8.00</td>
</tr>
<tr>
<td>Critical Hit #1</td>
<td>£6.80</td>
</tr>
<tr>
<td>Critical Hit #2</td>
<td>£8.00</td>
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<tr>
<td>Critical Hit #3</td>
<td>£8.00</td>
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<tr>
<td>Critical Hit #4</td>
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<td>Critical Hit #3-1</td>
<td>£11.00</td>
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<tr>
<td>Critical Hit Xmas Special</td>
<td>£13.60</td>
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<tr>
<td>SS Schwere 102</td>
<td>£5.60</td>
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<tr>
<td>Jatkosota</td>
<td>£10.20</td>
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<tr>
<td>Platoon Leader</td>
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<tr>
<td>Cemetery Hill</td>
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<tr>
<td>Aussie '96 Scenario Pack</td>
<td>£8.00</td>
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<tr>
<td>Rout Pack I</td>
<td>£6.80</td>
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<td>Rout Pack II</td>
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<td>Leathernecks</td>
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<td>Schwerpunkt</td>
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<tr>
<td>Baraque de Fraiture</td>
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<td>God Save The King</td>
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<tr>
<td>King Of The Hill</td>
<td>£16.00</td>
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<td>ASL News #28</td>
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<tr>
<td>ASL News #29</td>
<td>£8.00</td>
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</tbody>
</table>

All orders should have 10% added for postage and packing [EXC: Crusaders are exempt P&P charges] and be sent to me at 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE.
This is the latest edition of the UK ASL Players Directory. It is broken down by country. Within the country, players are listed according to the county they live in.

Changes and additions are noted in bold letters.

**ENGLAND**

Neil Piggot, 35 Horndon Road, Bedminster, Bristol, Avon, BS3 5AA

Adam Chadcock, 120 Somerset Road, Knowle, Bristol, Avon, BS4 2JH

Brian Hooper, Basement Flat, 125 Redland Road, Redland, Bristol, Avon, BS6 6XX

Martin Debenham, 21 Chesney Park, Warfield Green, Bracknell, Berks, RG12 6XJ

N. Quinn. 23 Haywood, Bracknell, Berks., RG12 7SY

Dominic McGrath, 59 Upper Village Road, Sunninghill, Berks., SL5 7AJ

Paul Lazzell, 58 Spanhol Clover, Emerson Valley, Milton Keynes, Bucks., MK4 2JH

Peter Bennett, 84 Littlebrook Avenue, Bletchley, Bucks., SL2 2LN

Andy Ralls, 11 Elderbrook Close, Bishley, Woford, Bucks., W22 0DG

Chris Foulds, 53 Parkside (aups ears rear), Cambridge, Cambs., CB1 1BJ

Paul O’Donnell, 13 Ancastor Court, Barton Road, Cambridge, Cambs., CB3 9LW

Andrew Dougall, T. The Spinnery, Chard, Chisel, Chedd.

Iain Mackay, Southfields Close, Wybunbury, Cheshire, CW1 7RJ

Andrew Chadwick, 6 Rotlands Road, Leek, Staffs, ST12 2HP

Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP

Dave Booth, 47 Dianock Grove, Oakwood, Warrington, Cheshire, WA6 3NN

Martin Sayres, 38 Sylphadale, Chelsea, W14 9LA

Neil Brugner, 27 Prebination Close, Oxton, Chester Le Street, Co. Durham, DH2 3JG

M. W. Jones, 1 Cheviot View, Front St, Dinton, Stanley, Co. Durham, DH9 9QD

William Roberts, 4 Northfield Road, Hyde, Cheshire, SK14 4LJ

Benjamin Fogg, 11 Treeside, Westhoughton, Bolton, Lancs., BL5 1JJ

David Schofield, 11 Longfield Drive, Westbury, Wiltshire, SN22 8TY

G. Ferguson, 42 Rydalmere Street, Belfast, BT12 6GF

Nigel Ashcroft, 5 Grasmere Way, Chepstow, Gwent, NP6 5SS

Richard Adams, 14a Hill Street, Inverkeithing, Fife, KY11 1LP

Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA

Garry Crump, 25 Ferndale Road, Wallsend, Northumberland, N. Mids, BS2 8DP

Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ

Jeff Crichton, Blackwood Grove, Southfield, Southampton, Hants., SO45 1ZW

Dirk Bloem, 42 Kübelhaus, Harwich, Essex, CO12 7TG

Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, RM15 5LJ

Paul Reidson, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA

Justine Key, 41 Nightingale Road, Southern, Portsmouth, Hants, PO7 3JF

Jeff Crichton, Blackwood Grove, Southfield, Southampton, Hants., SO45 1ZW

Michael Rhodes, 10 Ringdale Place, Baldock, Herts., SG7 6RX

Neil Fogg, 21 Whitehouse, Norwich, Norfolk, NR4 7XG

Anthony Pickering, 8a Southfield, Sheffield, S3 9DP

Jeff Hawarden, 9 Laburnum Road, Helmshore, Rossendale, Lancs., BB4 4LF

Bill Durrant, 10 Coopers Close, South Darenth, Kent, DA4 9AH

Carl Sizmus, 53 Singlewell Road, Gravesend, Kent, DA11 7PU

Aaron Sibley

If there are any mistakes, please let me know so I can correct this for the next edition.

Ω
BLACKPOOL '97

ADVANCED SQUAD LEADER CONVENTION, PRESENTED BY THE CRUSADERS
7TH, 8TH AND 9TH MARCH (FRIDAY THROUGH SUNDAY) 1997
THE ROSECREA HOTEL, NORTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT
Come and enjoy an informal weekend of gaming to suit all strengths of player in the relaxing atmosphere of a sea front hotel.

The weekend offers the opportunity to take part in friendly or competition play. At present the final format is yet to be decided, but it is not anticipated that teams will be involved. The tournament will be arranged to encourage people to play as many games as possible.

A quiz and other events may be in the pipeline. ASL merchandise, courtesy of the Crusaders, will also be available.

THE VENUE
The Rosecrea hotel will have a sizeable room set aside for the tournament with a bar very close to hand. The Hotel offers accommodation at reasonable prices and has the usual amenities including en-suite and a swimming pool.

The hotel is situated less than 2/3 of a mile from the railway station and is a pebbles skip from the town centre and the wild night life of Blackpool. Fast food and more formal restaurants and eateries are to be found everywhere. The Fish 'n' Chip capitol of the world!

Blackpool is easy to reach by land (rail or motorway) and even air!

So what are you waiting for?

THE COST
Entry into the convention is £7.00.
Crusaders get in for only £5.00.

Hotel Prices are as follows:
Bed & Breakfast £25.00
B&B and evening meal £30.00
4 Course evening meal £6.95

FOR FURTHER INFORMATION CONTACT
Steve Thomas,
19 Derwent House,
Samuel Street,
Preston,
Lancashire,
PR1 4YL

Or e-mail Trevor Edwards
100533.3125@compuserve.com