

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 120 Jan - Apr 2024

PDF Edition from www.vfft.co.uk

UK £2.00

US \$5.00



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THE 1944 GERMAN INFANTRY BATTALION - TO&A in ASL

THE SPANISH CIVIL WAR - an overview of the major battles

CRUSADERS LADDER - updated

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COVER: Joe Arthur at BOUNDING FIRE BLACKPOOL 2022. Picture courtesy of Dave Ramsey.

PREP FIRE

Hello and welcome to yet another late issue of *VFTT*.

And one that's only possible due to the use of material from 1990s sources like the ASL Mailing List and websites from that era. Which isn't a surprise being as I've had no new material sent to me in the past couple of months :-)

Unlike last time round, there's no new scenarios to make up for the delay. That's not due to a lack of scenarios, just due to a lack of playtesters for the scenarios I do have waiting to see the light of day.

I'd like to think that the next issue will be on time, but that depends on what material gets submitted, especially as I'm running out of use-able old material – much of what I've got left is raw posts and discussions from various places that would need to be written into anything resembling an article.

'Til next issue (whenever that is!), roll Low and Prosper.

Pete Phillipps

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 121 should be out at the beginning of May 2024.

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

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

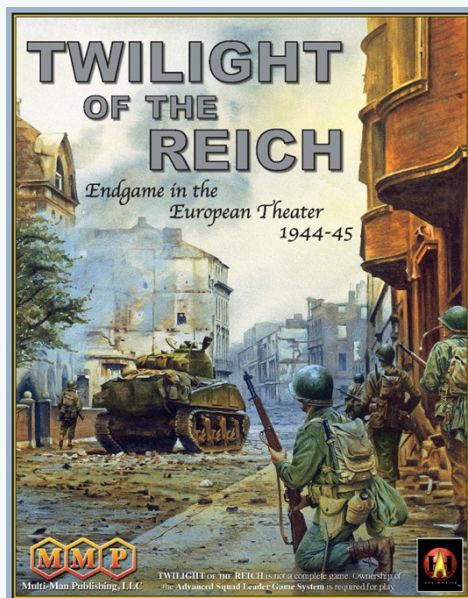
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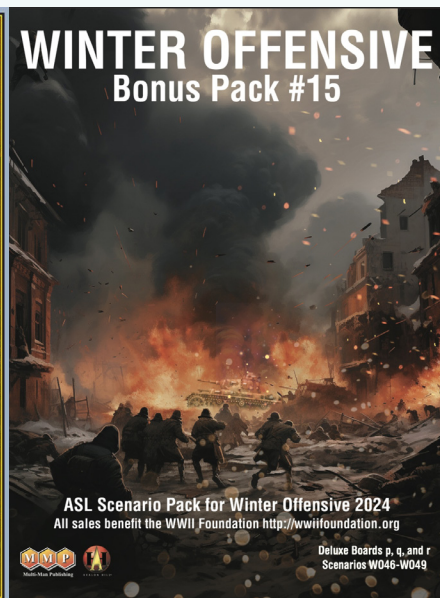


INCOMING



MMP'S TWILIGHT

MMP's Winter Offensive 2024 will see the release of *Twilight of the Reich*, a module focusing on urban actions in the last months of the war in Europe. The majority of the 17 scenarios are set in Budapest and Berlin, with others set in cities such as Nijmegen, Heilbronn, and Prague. There are also two East Front scenarios, one taking place in the Leningrad area in 1941 and the other set in Stalingrad in 1942. Four new 11" x 16" maps are included, along with several sheets of overlays containing a series of building, numerous railroads and several rail yard complexes. The two countersheets contain the complete German SS (8-3-8 AE; 8-3-8; 6-5-8; 5-4-8; 4-6-8; 4-4-7) and Volksgrenadier (5-3-7) OB as well as Russian NKVD troops (6-2-8) and US, Russian and British Assault Engineer



units. Debris, rail car and assorted AFV and Ordnance counters are also included. Replacement rules pages for Chapters A and B add rules for the German Late War SS and Volksgrenadier MMC/HS and Russian NKVD, Debris, Rail Cars Printed Counters, and large, variable height Rowhouses. The module will retail for \$164.00

Also being released at Winter Offensive will be the *Winter Offensive Bonus Pack #15*. This \$32.00 pack will feature four new scenarios and three new *Deluxe ASL* mapboards.

MMP have also announced their plans to place several new modules on pre-order throughout 2024, including the *Marco Polo Bridge*, *Slaughter at Ponyri*, and *Drop Zone: Chef-du-Pont HASL* modules (the latter a follow-on to *DZ:SME*), a Spanish Civil War package and a Burma Action Pack, along

with reprints of *Doomed Battalions* and *Solitaire ASL*. *ASL Journal 15*, and an *ASL Starter Kit* magazine are also likely to be released.

LFT GO PTO

The upcoming *Le Franc Tireur 16* will be a PTO special issue, containing several PTO articles (some of them reprinted from *LFT12*), along with a set of 12 maps and 7 sheets of overlays. It will be available for €110 plus shipping from their website at https://lefranc tireur.org/spip.php?page=article&id_article=179

SCHWERPUNKT RALLY

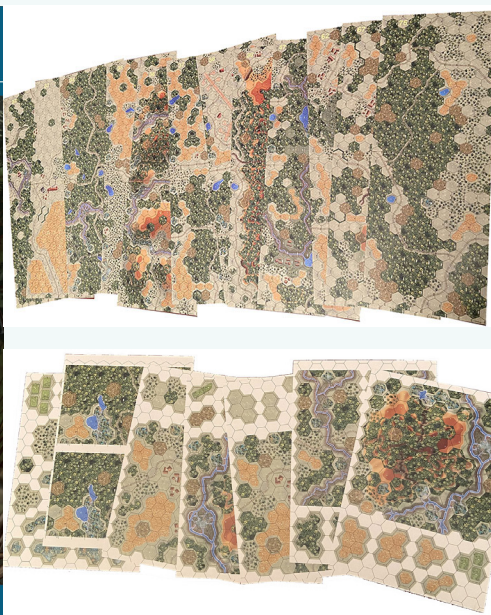
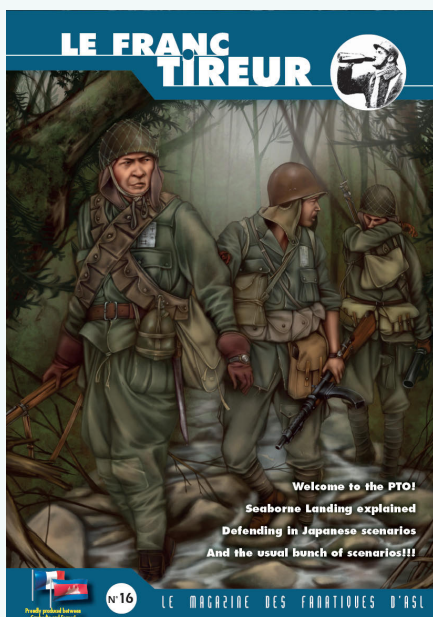
The Tampa *ASL* Group will soon release *Schwerpunkt Volume 24* and *Rally Point Volume 21*. Both focus on German Volksgrenadiers and make use of the new squad type released in *Drop Zone: St Mare Eglise* and the forthcoming *Twilight of the Reich* modules. *Schwerpunkt Volume 24* is expected to contain a dozen scenarios and an on Volksgrenadiers, while *Rally Point Volume 21* will include 10 scenarios. No price has been announced for either produce.

DESERT BUNKER

Playtesting is well underway for *Dispatches from the Bunker 57*, with scenarios set on East Front, the West Front, the PTO, and the desert lined up for inclusion. There will also be a desert article by Carl Nogueira and the usual regional *ASL* new and tournament information.

The current issue of *DfiB*, released in October 2023 contains four new scenarios and the final part of the primer on the Korean War rules section and the usual regional tournament news.

A four issue subscription is \$20.00 (\$18.00 if renewing an existing subscription), while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription is \$75.00. You can pay by PayPal to PinkFloydFan1954@aol.com or by sending a cheque/money order payable to Vic Provost to Vic Provost, Dispatches, 20 King St, Pittsfield MA 01201. If you wish to contact them they can be emailed at aslunker@aol.com.



Ω

Bounding Fire Blackpool '23

Post Tourney AAR

Simon Staniforth, TD

This was our sixth BFB tournament and the fifth held face to face. We meet every year during November at The Headlands Hotel, Blackpool, UK.

I was pleased to see a slight increase in the number of attendees compared to last year and am hopeful this will rise again in 2024.

Of the 35 who travelled to Blackpool, 19 entered the main tournament.

There was some debate as to who was the oldest player at the tournament with the consensus being XXX (can I name him?) at 70 who we were all delighted to see return to the tournament scene for the first time since COVID. There can be doubt as to the youngest player, at the tender age of 15, so maybe there is hope this great game of ours will still be being played in 2050 and beyond!

We again had international presence with Eric Gerstenberg travelling the furthest of any attendee, all the way from The Lone Star State, USA.

Early arrivals were there on Wednesday for free play with the organised gaming getting underway on Thursday.

These were the Minis, sponsored this year by our friends at Hazardous Movement with scenario choices by Andy Bagley who kindly stepped in to get these organised as I concentrated on the main tournament. There was the usual choice of ETO or PTO with 16 players participating. The winners were Ian Ainsworth, Bill Durrant and Morris Legge (ETO) along with Craig Benn (PTO).

The main tournament got underway on Friday. As always the scenarios are blind, mainly unpublished, and this year all from our main tournament sponsor, Bounding Fire Productions. The format was restructured somewhat this year to a four round, random draw, straight knock out competition with an "Heroic" Division of 16 players and a "Fanatic" Division of all the remaining players who wished to play in the main tournament.

Whilst a knock out format, any losing players went into a repechage and / or BFP Special Minis secondary tournament thus ensuring that all entrants played at least 3 tournament games. Prizes

were awarded to 8 of the 16 starting players.

The games finished running up to midnight on the Saturday thus leaving Sunday free for more free play.

BFP Special Mini winners:- Ian Ainsworth and Mark Blackmore.

Repechage Tournament Runner Up:- Peter Catchpole.

Repechage Tournament Winner:- Steve Cook.

In the "Fanatic" Division well played to Stuart Brant who won the final against Runner Up John Kennedy in a keenly fought game of 'BFP-105 The Winter City'.

In the "Heroic" Division, both the 3rd / 4th play-off game and the final selected 'BFP-30, Melee Near The Coast' (from the *Blood and Jungle* pack) from the choice of 3 BFP scenarios available (the others being 'BFP-95 Obian Highway' and 'BFP-107 Costly Baptism').

The final featured two of the UK's top players, with Toby Piling just edging the win (playing the Chinese) in a closely fought match against Martin Vicca, the game coming down to the final Close Combat. Well played Toby, not his first win nor surely his last at BFB.

In the play-off game Craig Benn (playing the Japanese) came through to take 3rd place against Eric Gerstenberg (4th).

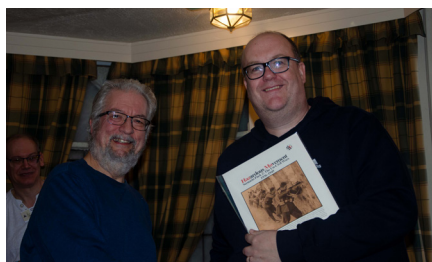
Other winners of the various tournament prizes on offer over the weekend included Andy Bagley, Neil Brunger, Nick Ranson and John Turpin.

None of which would have been possible without the generous support of our sponsors and supporters - Bounding Fire Productions, Hazardous Movement, Advancing Fire, Battleschool, Dispatches From The Bunker, Ken Smith Fine Art, Lone Canuck Publishing, Second Chance Games, Mario Aceto dice towers and Ian Willey for his superb dioramas / models. Thank you.

Unfortunately we received some sad news during our time in

PLAYER RESULTS

PLAYER	P	W	L
Ian Ainsworth	6	4	2
Andy Bagley	4	0	4
Martin Barker	3	1	2
Craig Benn	7	5	2
William Binns	5	2	3
Mark Blackmore	11	9	2
Stuart Brant	5	3	2
Neil Brunger	7	2	5
Peter Catchpole	7	3	4
Steve Cook	4	3	1
Eoin Corrigan	5	1	4
Michael Davies	1	0	1
Bill Durrant	5	3	2
Bill Finlayson	4	1	3
Mark Finney	5	0	5
Eric Gerstenberg	6	2	4
Tony Gibson	3	1	2
Alan Hume	1	1	0
John Kennedy	3	1	2
Paul Legg	6	3	3
Morris Legge	4	4	0
John McLoughlin	3	0	3
Ian Morris	5	3	2
Gary Norman	5	2	3
Pete Phillippis	1	0	1
Toby Piling	4	4	0
Nick Ranson	3	0	3
Ulric Schwela	1	1	0
Martin Vicca	5	4	1
Richard Webb	1	1	0



Above: Andy Bagley (left) presents Ian Ainsworth with his BFP Special Mini winner prize.

Below: Mark Blackmore (right) receives his BFP Special Mini winner prize from Simon Staniforth.



THE SCENARIOS

SCENARIO	ALLIED AXIS		
AP165 The Chocos	0	1	
AP196 Silver & Bronze	0	1	
AP86 Milling About	1	0	
ASL 193 Abandon Ship!	0	1	
BFB2023-01 Can I See Some ID?	0	1	
BFB2023a The Way Back to Kohima	5	5	
BFB2023b Rochelinal Roadblock	3	7	
BFB2023c Bricarts Battle	1	1	
BFP-105 The Winter City	7	1	
BFP-107 Costly Baptism	0	2	
BFP-118 Kazina Klash	0	1	
BFP-30 Melee Near the Coast	1	1	
BFP-95 Obian Highway	0	2	
BFP-99 Ivanovskii	0	1	
BG11 Just Another Day	0	1	
BtB 9 Norman "D"	1	3	
DB051 Dash for Mt Croce	1	0	
DB167 Blow That Bridge!	0	1	
FT307 Backstabbing Paratroopers	3	0	
J189 Buckley's Block	0	1	
J223 Latecomers	1	0	
J227 Another Frustrating Day	2	1	
J241 It's a Battlefield	0	1	
J84 Makin Taken	0	1	
OotB01 Riding the Coattails	0	1	
ORS2 The First Approach	1	0	
Q16 Defence of St. Oedenrode	1	0	
SP10 Bring Up the Boys	1	0	
U15 Battle For The Warta Line	0	1	
TOTALS	65	29	36



Toby Pilling (right) being awarded the Tournament Champion prize by tournament organiser Simon Staniforth.



Simon handing prizes to Stuart Brant (above) and Nick Ranson (below).



Blackpool. A stalwart of the UK tournament scene, Joe Arthur, sadly passed away just a short time before he was due to travel. RIP Joe, you will be missed.

BOUNDING FIRE BLACKPOOL will reconvene at the same location, 13th-17th November 2024, for more friendly, intense *ASL* action - keep your eyes on the Blog (<https://boundingfireblackpool.blogspot.com/>) for updates. Many thanks to all those who attended and I look forward to seeing you again next year.

Ω



'Elite' gamers discussing tactics on Saturday evening.....

Joe Arthur - Tributes

MARTIN VICCA

Gentlemen, it is my sad duty to inform you the Joe Arthur has now passed. We were concerned that no one had heard from him in the last week so I contacted the police who reported they "knew where he was". This gave me some reassurance. Regrettably we heard from his brother today that he had died of a pulmonary embolism brought on by a deep vein thrombosis. This news arrived half way through the first round at Bounding Fire. It makes it seem so pointless now. Joe will be much missed from our Friday Night Fight group as well as his polite and cheerful interjections through other games. His mum died earlier this year so at least they will both be together now.

Goodbye Joe.

MARTIN MAYERS

How incredibly sad and sudden. I will miss sparring with him pre-game around all manner of issues relating to dice before inevitably going on to lose against him. Condolences to all, especially his family. A big loss to our UK *ASL*-community.

DAVE RAMSEY

This is really sad news. Joe's pleasant demeanour both over the board and online will be missed. He didn't have an easy life, but he definitely was able to smile about it and he was gracious in victory (I can't tell about in defeat because I could never beat him!)

I did him a small favour last year and he "repaid" me with a tank handbook, and 12 bottles of tapestry monk brewed beer from Belgium, along with the appropriate beer glass to drink them from. It was of course, not required, but he was insistent.

In one of our last games we played together, he was winning and I was ending my final movement phase with "I'm done", and kept asking me "Are you sure you're done?", until I finally figured out I could move my squad that I had thought was locked in melee, out of cc, due to his tank being in motion- which game me a chance of victory. The dice deservedly gave him the win, but it was a memorable act of sportsmanship.

PAUL SAUNDERS

I just heard about Joe's passing a few hours ago. He was a stalwart member of our Friday night club, very knowledgeable on the rules and had an easy going pleasant demeanor when playing. The first time I spoke to him was during my first Friday Night game. We played Red Horse Recon. I knew within the first 2 turns that I was up

against a formidable player. I was always on the backfoot trying to regain any advantage I could, but felt I was always 1 step behind and 1 step away from checkmate. Needless to say, Joe cruised to an easy victory. I never did manage to beat him, but we also had a fun and informative time when playing. I'm still a bit shocked TBH. I'll miss his easy going style and encyclopedic knowledge of the rulebook. RIP Joe.

IAN AINSWORTH

This has come as a complete shock to me, as I had been talking to Joe a couple of days before his passing. We were due to play J159 Tropic Lightning at BF Blackpool and as typical, Joe arranged a 'cheeky play through' with one of our regular Friday Night *ASL*ers, to get a grasp of the scenario and to ensure he would give me a good game.

Joe was a former accountant and as I am one we frequently discussed the financial industry in a good lighthearted manner. I found him to be a really pleasant guy, good humour and generous as well. I remember a time when we were at BF away at Blackpool and I noticed he had a stand to put his charts on. (see Dave Ramsey photo) I asked him where he got the stand from and he graciously gave me a spare one he had with him.

Always pleasant and a pleasure to play with apart from his habit to place prep fire/defensive fire counters etc on your *VASL* warriors, which I would always gently 'slap' his hands. He loved his 'kill stacks' with HMG/MMG's and as Rich Domovic mentioned in his post the 'casino roulette' comments around CC.

Rest in peace Joe and thank you for all the great games

PETE PHILLIPPS

I've played Joe several times over the years at various UK tournaments and he was always an enjoyable opponent to play against. Our last game together was at HEROES 2023 when we played J203 Death at the Cement Plant, with Joe convinced afterwards that it was pro-German while I felt it favoured the Russians - guess we'll never get a chance now to find out who was right :-)

NIGEL BLAIR

Very sad news. I played many very close games with him over the years they were always fun.

The Crusaders

Open ASL Tournament Ladder

BOUNDING FIRE BLACKPOOL 2023 Update

This is a list of all active players (IE those who have attended a UK ASL tournament in the last two years).
The full ladder can be viewed on the VFTT website at
<https://www.vftt.co.uk/ukladder.asp?type=full>

Rank	Player	P	(W-D-L)	Pts	Rank	Player	P	(W-D-L)	Pts
1	Toby Pilling	98	89-2-7	4120	32	Neil Brunger	104	37-0-67	2950
2	Craig Benn	175	137-0-38	3880	33	Magnus Rimvall	45	19-0-26	2930
3	Mark Blackmore	169	132-0-37	3810	34=	Russell Gough	91	47-4-40	2910
4	Martin Vicca	80	58-1-21	3675	34=	Ulric Schwela	74	33-3-38	2910
5	Gerard Burton	184	109-5-70	3540	34=	Alan Hume	6	2-0-4	2910
6	Martin Mayers	169	99-0-70	3525	37	John McLoughlin	3	0-0-3	2905
7	Joe Arthur	148	83-3-62	3505	38=	Pete Phillipps	288	127-0-161	2900
8	David Ramsey	111	64-0-47	3430	38=	John Tait	26	10-1-15	2900
9	Tim Bunce	85	57-0-28	3410	38=	Joel Ayres	16	8-0-8	2900
10	Jim Bishop	9	6-0-3	3400	41	Rod Lobban	3	1-0-2	2895
11	Michael Davies	134	75-1-58	3395	42=	Neil Stevens	84	34-2-48	2860
12	Simon Staniforth	156	92-1-63	3320	42=	Mike Bingham	2	0-0-2	2860
13	Ian Ainsworth	67	40-0-27	3290	44=	Stuart Brant	93	34-1-58	2855
14=	Paul Legg	318	130-4-184	3255	44=	Bill Finlayson	4	1-1-2	2855
14=	Bob Eburne	60	35-0-25	3255	46	John Martin	20	7-0-13	2850
16	Morris Legge	20	10-0-10	3145	47	Eoin Corrigan	8	2-0-6	2835
17	Indy Lagu	43	18-0-25	3140	48	Wayne Baumber	112	49-0-63	2825
18	Tony Gibson	62	31-0-31	3095	49	Bill Durrant	21	10-0-11	2815
19	Ian Morris	154	88-2-64	3070	50	Richard Webb	12	5-0-7	2810
20	David Turpin	14	9-0-5	3065	51	David Blackwood	142	56-0-86	2780
21	Steve Cook	63	26-1-36	3055	52=	Gary Norman	72	27-2-43	2745
22	Mick Allen	53	30-0-23	3050	52=	Alex Ashton	8	2-0-6	2745
23	Martin Barker	52	25-1-26	3035	54	Christopher Blair	6	3-0-3	2740
24	Matthew Ellis	68	34-1-33	3025	55	Frazer Greenshields	9	4-1-4	2735
25	Peter Catchpole	24	10-3-11	3020	56	John Kennedy	44	13-0-31	2730
26	Stefano Cuccurullo	29	13-0-16	2985	57	John Turpin	12	3-0-9	2660
27	William Binns	119	59-1-59	2980	58	Mark Finney	6	0-0-6	2575
28	Eric Gerstenberg	42	20-1-21	2970	59	Steve Lampon	5	0-0-5	2545
29	Ian Pollard	212	88-1-123	2965	60	Tim Hundsdofer	33	13-0-20	2465
30	Andy Bagley	70	32-1-37	2960	61	Nigel Blair	300	105-1-194	2420
31	Peter Buberly	27	12-0-15	2955	62	Nick Ranson	160	24-2-134	2130

HEROES 2024

ADVANCED SQUAD LEADER TOURNAMENT

6TH - 10TH MARCH (THURSDAY THROUGH SUNDAY) 2024

HEADLANDS HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Since 2004 HEROES has offered a chance for UK ASL tournament 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.

STARTER KIT

ASLSK players need not feel left out as there will be an ASLSK mini tournament.

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.

Room rates will be confirmed closer to the date - in 2022 bed and breakfast was available from just £40 per person for a shared room or £45 for a single room, but this is expected to be higher for 2023 due to the cost of living crisis.

THE COST

The entry fee for 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 by 25 February 2024 (the fee is £20.00 after that date).

HEROES 2024 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							

The 1944 German Infantry Battalion TO&A in ASL

Jim Cotugno

[Yet another article in my file of ASL material. It's not dated so I have no idea when or where it was first published, but it's probably taken from an ASL Mailing List post from the late 1990s--Pete]

Avalon Hill has provided many special articles for the ASL game system, my favourites being the TO&E discussions we've seen in the General and the Annuals. It is good to see how all those elite organizations were organized in ASL terms, but what about the rest of the infantry? Wouldn't you once like to command a battalion of plain, ordinary grunts? How was an ordinary infantry unit organized? Data on the organization regular infantry units is widely scattered and in most cases a best case situation. This article deals with the German infantry battalion from late 1943 on, or at least how it was supposed to look on paper.

In the summer of 1943, the Wehrmacht began reorganizing its infantry force. The main goal of this reorganization was to maintain or improve the defensive capabilities of the infantry division while reducing the manpower necessary as much as possible. The result was called the 1944 infantry division, and was lean on manpower with lots of automatic weapons to compensate for the reduced numbers.

Though the division organization retained three infantry regiments, each regiment was reduced to two infantry battalions. Other elements of the division were streamlined in a similar manner.

The infantry regiment had, in addition to the two battalions previously mentioned, one heavy weapons company (equipped with infantry guns) and an anti-tank company (equipped with 3 75mm Anti-Tank Guns, plus the regiment's allotment of Panzerfausts).

An HQ company was also present. The actual ASL representation of these units will be discussed later.

The infantry battalion consisted of an



HQ company equipped with 6 81mm mortars and 4 120mm mortars, plus transport and about 200 total personnel.

Some trucks were present, but even in 1944 most of the transport was in the form of draft animals, or horses.

In addition to the HQ company, the battalion had, as its manoeuvre elements, 3 infantry companies.

There was also some sort of transport unit attached that will not be discussed in this article.

In ASL terms, the battalion HQ company has a number of components. I've broken these components into an 81mm mortar battery, a 120mm mortar battery, a transport platoon, and an infantry platoon.

The 81mm mortar battery will consist of 6 81mm MTR plus 6 2-2-8 crews. No transport assigned directly to the battery, instead being controlled by the HQ company.

The 120mm mortar battery will consist of 4 120mm MTR plus 4 2-2-8 crews. Again, transport is not assigned.

The HQ company has 7 trucks and about 12 wagons in its transport platoon. This is a rough figure as it most likely varied a great deal from unit to unit.

Finally, the infantry platoon attached will have 1 HMG, 3 LMG, and 2 PSK, along with 6 4-6-7 squads.

Leadership will consist of 4 infantry leaders: 1 10-2, 1 8-1, 1 8-0 and 1 7-0.

Each infantry company had about 142 men assigned. This would breakdown into approximately 13 squads plus some leaders. I'm making an assumption here that the Panzerfaust of the regimental anti-tank battalion will be parcelled out amongst the infantry, and as a result I have added a few squads to each company to reflect the extra men, not to mention the Panzerfaust capability of the squads. That means each company will contain 15 4-6-7 squads. Add to that support weapons in the form of 1 HMG, 3 MMG, 3 LMG, 2 PSK and 1 50* MTR. Leadership will consist of 1 9-1 (2/3 of the time) or 1 9-2 (1/3 of the time), 1 8-1 and 1 8-0.

Some cautions are in order at this time.

Please note that I used the DYO guidelines to assign leaders and support weapons to the battalion. After assigning support weapons as per the DYO charts, I did some fudging to make things look somewhat organized. In particular, the distinction between the various German

MGs is fuzzy as all three ASLMG types represent the same weapon deployed in different modes. One could easily make a case to have an individual infantry company have 3 HMGs and 4 MMGs when defending a prepared position while the same infantry company could have 2 MMGs and 5 LMGs when on the attack. Use your judgement when selecting the actual MG mix.

I chose not to further deploy the company into platoons. Should you desire to do so, you may quite easily, just divide the company into 3 equal platoons. The Germans (in particular) exercised the task force (or Kampfgruppe) concept, so platoons of unequal size are also possible.

Support can derive from one of three sources.

The battalion itself has support in the form of two mortar batteries; one battery is 81mm, the other is 120mm. In addition, regimental support is available. This support comes in the form of infantry guns and anti-tank guns. The infantry guns come in the form of 75mm and 150mm guns while the anti-tank guns are 75mm.

The division can also provide support. This can take on the form of artillery, 105mm and 150mm, additional anti-tank guns, usually 75mm and even tank destroyers or assault gun.

The two mortar batteries found in the battalion HQ could be, and probably were, most often deployed as OBA. Both should receive the benefits of being battalion mortar OBA.

The 81mm mortar battery was, in some cases, deployed in a direct fire support role as well.

In this role, the battery was parcelled out to the individual infantry companies in sections of 2 weapons each. Feel free to experiment with such a deployment.

The infantry battalion had a variety of outside support available to it. We've already looked at the battalion mortar batteries, and indirectly at part of the regimental anti-tank company. Let's now look at the regimental support available.

The heavy weapons company of the infantry regiment consisted of 6 75mm infantry guns and 2 150mm infantry guns. No doubt sufficient transport in the form of trucks and/or wagons was also assigned. The company was divided into 3 batteries of 2 75mm infantry guns each and 2 batteries of 1 150mm infantry gun each.

These batteries were then assigned to the individual infantry battalions, who could in turn assign the batteries to their companies.

In *ASL* terms, each 75mm infantry gun battery contains 2 75* INF guns with 2 2-2-8 crews. Each 150mm infantry gun battery contains 1 150* INF with 1 2-2-8 crew.

The battery would probably have twice as many trucks or wagons as weapons, resulting in 4 vehicles for a 75mm battery and 2 vehicles for a 150mm battery.

The infantry gun company would then contain a total of 6 75* INF guns, 2 150* INF guns, 8 2-2-8 crews and 16 vehicles.

All the guns in the company should be used in a direct fire role only.

In addition to the Panzerfaust, the regimental anti-tank company contained 3 75mm anti-tank guns and transport. Deployment was most likely by individual

weapon. In *ASL* terms, this becomes 3 75L AT with 3 2-2-8 crews. Three to six vehicles would also be assigned. Deployment would be either by individual weapon or all three together, depending on the needs of the moment.

Above the regimental level, support could take on a number of different forms. The most common one was artillery support. Typically 105mm or 150mm artillery was available, with other calibres being rare. Additional anti-tank assets from the divisional anti-tank battalion were also available. This kind of support could even include FLAK weapons for defence against air attack. Finally, armour support, most likely in the form of tank destroyers or assault guns (such as the StuG-III) was occasionally available. I'll only discuss the artillery support in any detail. The other forms of support are left up to the

imagination of the reader to devise.

The divisional artillery deserves further mention. According to divisional TO&Es, each division had 12 batteries of artillery available for deployment. Assuming that one half of the batteries are un-available at any point in time, either because they are relocating or for other reasons, that still means each infantry battalion has its own dedicated artillery battery from the division artillery pool. Obviously, this wasn't always the case, but providing one or two OBAs in addition to the battalion mortar OBAs does not appear to be unreasonable from a historical point of view. However, I should caution that I don't have any information on how artillery was used by the Germans as yet. Also don't forget the impact on so much artillery on *ASL*. Having 4 FFEs for each side on the board blasting holes in the opponents troops would seem to change the flavour of *ASL* to a great extent. As always, use common sense when determining what OBA modules to apply.

Yet another caution is in order at this time. While standard TO&Es were established, at this time in the war the Germans were attempting to field as much infantry as possible. Shortages of equipment and personnel led to many non-standard deployments. One might even say no standard deployment, especially for the infantry, was followed. Because of this, and because I like things simple, I've simplified the TO&E to come up with a clean *ASL* representation of the TO&E of the German infantry.

I avoided the use of half-squads wherever possible. Certainly many variations existed and please feel free to modify the TO&Es presented.

It is not my intent to make these the definitive word on anything. Indeed, one can easily vary the quality of the unit in question by changing the leadership quality and/or quantity, the mix of squads, and even the number of support weapons. Using 4-6-8 squads with better leaders and more support weapons is a good way to represent those elite infantry while using 4-4-7 squads and even 4-3-6 squads to represent lower quality units is also acceptable. Understrength units, which were more the rule than the exception in the German army by 1944, can be represented by reducing the number of leaders, squads and support weapons in the battalion. I think it is safe to say that the sky is the limit when it comes to variations, especially for the German infantry of 1944.

Now that you have all this information, the question becomes one of how to use it. The most obvious answer is to play a monster *ASL* game with a German infantry battalion on one side, and the evil

German Infantry Battalion

- 1 x Battalion HQ Company
- 1 x 81mm Mortar Battery
 - 3 x 81mm Mortar Sections, each with
 - 2 x 81* MTR
 - 2 x 2-2-8 crew
 - 1 x Radio (attached to unit for OBA module, when deployed as an OBA

battery)

- 1 x 120mm Mortar Battery
 - 4 x 120* MTR
 - 4 x 2-2-8 crew
 - 1 x Radio (attached to unit for OBA module)
- 1 x Infantry Platoon
 - 6 x 4-6-7 squads
 - 1 x HMG
 - 3 x LMG
 - 2 x PSK
 - 1 x 10-2, 1 x 8-1, 1 x 8-0, 1 x 7-0 Infantry Leaders
- 1 x Transport Platoon
 - 7 x Trucks (various)
 - 12 x Wagons
- 3 x Infantry Companies each with
 - 15 x 4-6-7 squads
 - 1 x HMG
 - 3 x MMG
 - 3 x LMG
 - 2 x PSK
 - 1 x 50* MTR
 - 1 x 9-1 (2/3) or 1 x 9-2 (1/3), 1 x 8-1, 1 x 8-0 Inf. Leaders

Regimental Assets: Infantry Gun Company

- 3 x 75mm Batteries, each with
 - 2 x 75* INF
 - 2 x 2-2-8 crew
 - 4 x truck/wagon

- 2 x 150mm Batteries, each with
 - 1 x 150* INF
 - 1 x 2-2-8 crew
 - 2 x truck/wagon

Anti-tank Company (minus Panzerfaust)

- 3 x 75L AT
- 3 x 2-2-8 crew
- 6 x truck/wagon

Divisional Artillery Asset

- 105mm OBA (w/Radio or Field Phone)
- 150mm OBA (w/Radio or Field Phone)

Allies on the other side. Big scenarios take a very long time to play, so this may not be the best choice.

There are other possibilities. One I like is to generate a campaign pitting a German infantry battalion defending against an attack by the Allies. Both sides would have their forces divided up into company, platoon and battery sized units and would allocate those units on some sort of mega-board. Such placements and subsequent movements would then be used to generate *ASL* scenarios which would be played out. Losses and possession of key terrain would be noted. A company of infantry that started at full strength might end the campaign at 70% strength after fighting two or three engagements, while another might have been totally destroyed after the first fight. Victory would be determined by how much terrain was given up by the German player.

In closing I hope that by providing my version of the *ASL* representation of the German infantry battalion of 1944 I have increased your enjoyment of the *ASL* game system and taught you something to boot.

I've attempted to give a little background, perhaps too little, so that my choices would seem to have some reason behind them and to make it easier for you to develop reasonable variations. I attempted to outline not only the battalion organization, but the likely origins of support and what that support would be.

Notice the absence of the Luftwaffe and the Panzers.

The chance of close air support was very limited by 1944 and Panzers were never available to the infantry except in rare instances.

I also touched upon how to use this organization.

Many possible campaign game formats exist.

I'll leave it to another article to propose one or more such formats.

Enjoy and learn, and should you come up with any interesting variations, let me know!

Ω



MMP - Hasbro Partnership

MMP Partners With Hasbro's Avalon Hill Games For *ASL*

January 15, 1999 -- Multi-Man Publishing, LLC (MMP) is proud to announce its new exclusive association with Hasbro, Inc. to develop, produce, and distribute games and other products for Avalon Hill's *Advanced Squad Leader (ASL)* game system. Hasbro's purchase of the Avalon Hill line puts the undeniable resources of this industry giant squarely behind the *ASL* game system and combines with MMP's proven track record for developing quality *ASL* products to promise a ton of *ASL* fun this year and the years to come. We are truly thrilled about the prospects for *ASL* and for the other great games of Avalon Hill.

MMP has already contracted with noted hobby designers for future projects and is lining up more at this very moment. MMP will be developing, producing, and selling these *ASL* products directly to the consumer. New products will be available exclusively through our mail order and online catalogue. Existing stocks will also be available in the same manner. Visit our web site at www.advancedsquadleader.com for more information.

Our first product for Hasbro's Avalon Hill Games is the *ASL Journal*, the new replacement for the *ASL Annual*. Its sixty-four pages feature brand new scenarios, including new *Solitaire ASL* Missions for Red Barricades and an all-new RB Campaign Game, and insightful analysis, including hobby legend Mark Nixon's list of "Personal Tens" and a move-by-move replay of a popular new tournament scenario, with in-depth comments by the two players and a neutral observer. Add two pages of official new Q&A/Errata along with listings for *ASL* tournaments both in North America and Europe, and any *ASL* aficionado can be sure of getting much more than his \$20's worth. Available only direct from MMP. Order your copy now.

We are very excited about our other products planned for 1999. These are:

* *Action Pack #2* in Spring 1999. Following in the successful footsteps of AP#1, Action Pack #2 features two brand new geomorphic map boards, 8 all-new scenarios, new overlays, and the Overrun Flowchart Playing Aid. Board 46 features a half-board European village with adjoining farmlands. Board 47 features a board-length wooded ravine. The overlays feature hills (B10.), including a half-board village on a hill, and wooden buildings (B23.), with the latter conducive for representing huts (G5.) in the PTO.

* *Tarawa* in Summer 1999. The long awaited Historical module about the Marine beach assault on the atoll of Betio appears after years of research and play-testing. Two full-sized map sheets beautifully depict the atoll they fought over, with eight new scenarios and at least two campaign games. Veteran designers Eddie Zeman and Steve Dethlefsen bring their historical touch to the PTO.

* *A Bridge Too Far* in Fall 1999. The climax of Operation Market-Garden! Frosts' British seize the approaches to the grand bridge over the Lower Rhine in Arnhem and hold out against the 9th and 10th SS Panzer Divisions, desperately waiting for relief. The hand-to-hand fighting in an urban landscape is reminiscent of Stalingrad, but with an emphasis on controlling city blocks. Designed by veteran play-tester and gamer Russ Bunten.

* *ASL Journal #2* in Winter 1999. Issue 2 of the *ASL Journal* will include all you have come to expect in an *ASL* periodical plus a 22" by 32" historical map, a counter sheet, and scenarios (including one monster scenario!) to simulate the fighting along Kakazu Ridge on Okinawa. Designed by Dan Dolan, the man who brought us the Gavutu-Tanambo CG in the '93b Annual, we can only say Banzai!

We are depending upon the *ASL* player to get the word out concerning these new products and our new arrangements. Hasbro is still making plans for its new line of Avalon Hill Games. In the meantime, sales of all *ASL* products not already in hobby stores will be direct from MMP to the consumer, and we need *ASL* players to get the word out to their friends.

Product information is available at, and purchases can be made via, our web site: www.advancedsquadleader.com

or via phone at 410-519-4411

or via fax at 410-519-4151

or e-mail at sales@advancedsquadleader.com

or via mail at Multi-Man Publishing, PO Box 601, Gambrills, MD 21054-0601

Contact us at through any of the above methods or e-mail us at: info@advancedsquadleader.com

"MMP is dedicated to keeping the *ASL* hobby alive and well. To this end MMP will provide the *ASL* hobbyist with quality *ASL* products in a timely fashion."

*To celebrate 25 years of MMP stewardship of *ASL*, here's a copy of the announcement MMP made - Pete*

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A Cheat Sheet for Using the Japanese in ASL

[Found this summary of the Japanese from 2000 in my old *ASL* material so I figured I'd use it here. No idea where I got it from or who the author was, so if you know please let me know as well – Pete]

Basics

Elite and First Line are Stealthy, Conscripts and Banzai are LAX (G1.6)

PAATC, RtPh Surrender, Disruption (G1.2), Encircled Morale lowered by 1 (G1.62) DO NOT APPLY

ATR/MMG/HMG fired by non-crew has B# and ROF# reduced by 1

-1 DRM in CC; if Attacker in CC, automatically HtH (G1.64)

10% HIP for any onboard setup (25% at Night); -2 Concealment drm; enemy +2 search drm (G.163)

Japanese Leaders

PTC/Pin/Break does not apply to SMC (G1.4)

Not subject to ELR

Casualty Reduction results in elimination (G1.41)

Increases other infantry morale by one

Commissar for all rally, morale, and berserk purposes (G1.41)

Each Banzai charge needs a leader

LLMC reduced to LLTC if unbroken

Tank Hunter Japanese Heroes

Make Final dr < 3 (+1 HS, +2 Conscript, -2 if possesses DC) [dr = 6 pins non-Banzai unit]

Concealment loss activity

44/45 may setup HIP. Lose HIP only under same circumstances that allow creation during play.

Maximum = 10% 1942-, 20% 1943, 33% 1944, 50% 1945 Squads only

If Japanese MPh:

Allowed Creation MMC has LOS and within 8MF of enemy AFV

Allowed Actions Immediately makes Banzai charge (deduct 2MF for each MF already expended by creating MMC) [Hero's Morale Level is not increased] [Automatically transfer DC is used drm in creation]

If opponent MPh:

Allowed Creation MMC is able to use CC reaction fire

Allowed Actions Immediately makes CC Reaction Fire attack

If Japanese APh:

Allowed Creation ADJACENT to enemy AFV

Allowed Actions Advance into AFV's location

If CCPH:

Allowed Creation Enemy AFV in hex

Allowed Actions Attack AFV

A vehicle may not make a Motion Attempt based on a T-H Hero's MF expenditure.

A T-H Hero has one FP which is usable only in CC Vs Personnel (for Interdiction purposes he is Unarmed and has no normal Range), and has a CCV of 5.

May roll for an ATMM: a Final dr of <= 3 succeeds; however, an Original 6 dr does not pin him (+1 drm < 44)

DC Japanese Heroes

Within 8MF of enemy unit/Gun or enemy controlled fortification counter and possessing DC

May not Place/Throw DC in normal manner and may not make a CC attack

Make Final dr < 3 (+1 HS, +2 Conscript, -2 if possesses DC) [dr = 6 pins non-Banzai unit]

Resolve DC during MPh as Placed after DC hero survives all defensive fire (no MF cost to "Place")

If Fortified Building Location, can try to breach by expending 2MF (any MF used trying to enter the building qualifies) and then detonating.

THE SPANISH CIVIL WAR

Summary of Major Campaigns and Offensives

Not sure where this is from or who the author is, as it dates from 1998! As well as the campaign summary I've printed here the original document also included nationality rules for various combatants and information on various special units, along with ideas and rough drafts for 112 scenarios! - Pete

Advance of the Army of Africa August 5-October 23, 1936

With clandestine Italian and German help, General Franco was able to circumvent the Republican fleet's blockade and bring his elite Army of Africa from Morocco to Andalusian southern Spain. There, under General Yagüe, the army began to subdue the region, capturing cities and towns, securing a supply line and ultimately linking the two main Nationalist regions with the bloody capture of Badajoz on the Portuguese border. Driving toward Madrid, the Nationalists turned aside only to relieve the besieged garrison of the Alcázar. At no time were the Republican militias able to halt the drive, though taking thousands of casualties in the attempt.

Siege of the Alcázar

A small Nationalist garrison under Colonel Moscardó had withdrawn into the Fortress of the Alcázar accompanied by their families and some Republican hostages. Immediately the Republican government sought to reduce this Nationalist enclave so close to Madrid but despite shelling, bombings and explosive mines, the defenders were able to hold out until relieved by a Nationalist force diverted from the drive on Madrid. Franco was criticized for his decision to turn aside, but the decision to rescue the brave defenders, who had endured 69 days of siege and starvation, galvanized the Nationalist cause. The ruins of the ancient fortress had become a Nationalist symbol.

Battle of Cape Espartel September 29, 1936

Attempting to end the Republican blockade of Spanish Morocco, a Nationalist naval squadron sailed from El Ferrol, comprising two cruisers, the *Almirante Cervera* and the *Canarias* under Captain Francisco Moreno. The cruisers surprised a number of Republican destroyers and sank one, the *Almirante Ferrándiz*, and damaged the *Gravina*. Nationalists took over the Strait of Gibraltar and began ferrying men from Morocco to Spain. This Nationalist supply route was maintained until the end of the war, despite the numerical superiority of the Republican navy.

The Battle of Madrid October 29 - November 23, 1936

Nationalist offensive designed to take the capital and end the

war. Led by their best troops, severely outnumbered Nationalist forces entered the Casa de Campo park and from the start faced fanatical resistance from their poorly trained and poorly armed foes. Casualties were heavy on both sides as the Nationalists seized the park and tried to force their way across the Manzanares river into the city. Captured plans found on a dead Nationalist officer in a destroyed Italian tankette gave the Republican Head of Armed Forces, General Miaja, the knowledge that the main drive would be through the Casa de Campo and into the University City and that other drives would be feints. He repositioned his forces and the Nationalist attackers found themselves facing hastily prepared positions and the best militia units the Republic had to offer. Still, determined Moroccan soldiers were able to break through at times. At one point, the communist orator, Dolores Ibarruri, known as "La Pasionara", arrived at a breakthrough and rallied the fleeing troops. At another time, General Miaja arrived at another breakthrough and exhorted the fleeing militia, "Cowards! Die in your trenches! Die with your General Miaja!" In both instances, the militia rallied and drove back the attackers, saving Madrid. Translated to Spanish, the cry of the French at Verdun, *¡ No Pasarán!* (They shall not pass!) became the rallying cry of the city. The arrival of the first and best International Brigades bolstered the Republican line just at the time when the Nationalists had achieved a major breakthrough at the University City. Fighting within the medical clinic and lecture halls and classrooms of the complex, the Internationals and Spanish fought the Army of Africa to a bloody stand still. The battle was a stalemate and though house to house fighting would continue in the slum district of the Carabanchel, Madrid stayed in Republican hands until the end of the war.

The Battle of Villarreal November 30 - December 5, 1936

The only Basque offensive of the war was designed to recapture Vitoria, capital of their southern province, ´Alava. The Basques attacked at Villarreal de ´Alava and surrounded the town but, spotted by Nationalist planes, the Nationalists were forewarned enough to prepare their own counteroffensive which drove the Basques off, aided by superior artillery and air support. The Basques retreated with heavy losses.

The Battle of the Coruña Road December 14, 1936 - January 15, 1937

Frustrated in their attempt to directly take Madrid, the Nationalists launched the first of their major flanking offensives that would culminate in the Battle of Guadalajara. The Nationalist attack, designed to cut Madrid off from the Sierra Guadarrama and surround it from the north began with heavy bombardments and fierce infantry advances backed by light tanks. The Nationalist managed to seize about ten miles of highway, and the towns of Villanueva de la Cañada, Boadilla, Majadahonda, and Pozuelo. International Brigades were rushed to the front as shock troops and helped stem the advance until Spanish units could also be brought up. Republican counterattack was confused and though causing great casualties had no effect. Republicans lost about 15,000 men. Nationalist lost about the same and gained a small amount of territory. This battle was another frustrating stalemate for the Nationalists.

Battle of Málaga January 17 - February 7, 1937

A combined Spanish and Italian offensive that reduced the Republican bulge into Nationalist lines along the Andalusian coast by taking the city of Málaga. Republican forces consisted of untrained militia as army reforms had not yet effected this backwater of the war and these proved incapable and unwilling to stand up to the



tanks and aggressive troops of the Nationalists and their Italian allies. Nationalist forces were easily able to capture the city, whereupon executions of suspected Republican sympathizers began that would run into the thousands. Nationalist and Italian casualties were light, while the Republic lost thousands, only a small portion of which were in battle. A clear and humiliating defeat for the Republic which had many political repercussions in their government.

Battle of the Jarama **February 6-28, 1937**

In another Nationalist bid to cut off Madrid, Nationalists attacked south of the city in the Jarama river valley, seized crossing points across the river and attempted to break through to Arganda. Stubborn resistance by the International Brigades and pure luck helped stall the offensive. Republican counteroffensive was largely ineffective and as costly an action as attacking was for the Nationalists. The best units of both sides, the Nationalist Army of Africa and the Republican International Brigades were attritioned very heavily. The result was a stalemate with the Nationalists capturing more territory at high cost while the Republicans prevented the severing of the Madrid-Valencia road, a vital lifeline to the city. Republicans lost 25,000 while the Nationalists lost 20,000. Two subsequent attacks on the 23rd of February and March 1st by the Nationalists to renew the Jarama offensive were ineffective and cost the Nationalists another 6000 casualties.

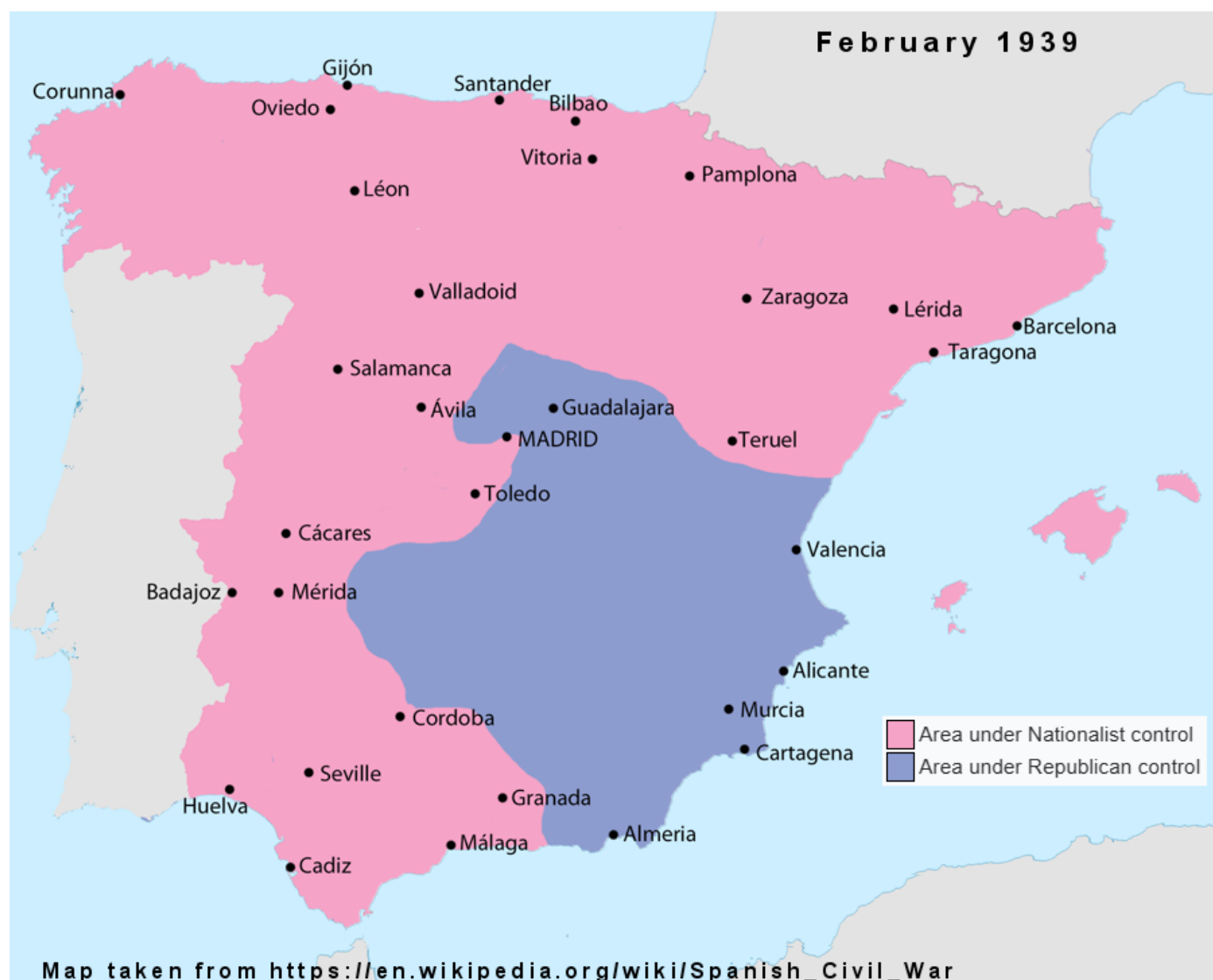
The Battle of Guadalajara **March 8-18, 1937**

Italian offensive designed to cut off Madrid from the Northeast by capturing the provincial capital of Guadalajara. Supported by

one Spanish Infantry Division, Italian units launched a motorized offensive that smashed Republican lines. Failure to aggressively exploit the breakthrough and bad weather, which confined attacking force to roads, allowed Republicans to build up and stop the drive. Republican counterattack recaptured some territory and routed the bulk of the Italian forces while Republican aircraft, flying from fields unhampered by bad weather, hammered the fleeing Italians from the air. Republican losses were about 2000 killed, and 4000 wounded. Italians lost 2000 killed, 4000 wounded and 400 captured. They also lost large amounts of equipment, trucks, artillery and tanks, some of which was captured by the Republic. Though technically a draw, based on the poor performance of the Italians and the successful Republican counterattack, Guadalajara was seen as a clear Republican victory.

The Basque Campaign **March 31 - June 19, 1937**

Nationalist offensive of the Army of the North to conquer and seize Basque territories and industry. Supported by Italian troops, Italian Expeditionary Force and German Condor Legion aircraft, tanks, and an abundance of artillery, Navarrese Carlists of the Army of the North attacked poorly equipped Basques. Bad weather delayed offensive after initial gains but despite stubborn resistance, Basques were beaten and their capital, Bilbao, was taken. Nationalists captured their first industrial region when Basques refused to follow scorched earth policy that would leave their people destitute. Terror bombings of Guernica and Durango occurred during this campaign. Basques and allies suffered more than 30,000 casualties of which about a third were fatalities. Nationalists suffered about the same with approximately 4000 being killed.



Segovia Offensive May 30 - June 3, 1937

Diversionary attack to relieve pressure on Basque front, Republican forces broke through Nationalist lines at San Ildefonso, reaching as far as La Granja before Nationalist counterthrust retook all of lost territory. Offensive delayed conquest of Basque provinces by only two weeks as Nationalists were forced to divert aircraft for counterattack. Republicans lost 1460 men (inc 360 Franco-Belgians from Commune de Paris Battalion). Nationalists lost 1100 men.

Huesca Offensive June 13-18, 1937

Second offensive designed to divert Nationalist forces from Basque front, International and anarchist troops launched attack in Aragon, supported by armour deployed piecemeal. Attack was torn up by artillery and Republicans retired with 10,000 casualties and nothing to show for it. The Basque capital fell the next day.

The Battle of Brunette July 6-25, 1937

Republican offensive designed to cut off units threatening Madrid through an offensive in the Estremadura region aimed at capturing the town of Brunette. Though well planned, command and supply problems manifested themselves at once and Republican insistence on reducing stubborn pockets of resistance rather than bypassing them allowed Nationalists to bring up reserves and counterattack. After counterattack, Republic retained conquests of Quijorna, Villanueva de la Cañada, Villanueva del Pardillo, and fifty square kilometres of territory. Republican losses amounted to 25,000

casualties, over a hundred tanks (80% of the armoured force), about 100 planes and a tremendous number of artillery and equipment. The Nationalists lost 10,000 men and 23 planes. Other losses are unspecified. Though Republicans claimed Brunette as a victory, the high losses of men and materiel for insignificant gains marked it as a clear setback for the Republic.

Santander Campaign August 14-27, 1937

Continuing with their northern drive, Nationalists fought their way into the Northern Castilian region of Santander, defeating the Santandaristas and their disillusioned Basque allies, now homeless. Italian ground troop participation, which had been minimal against the Basques, was more pronounced and helped secure a quick Nationalist victory. 60,000 Republican prisoners were captured along with their materiel. A good number of these went on to join the Nationalist army.

Republican Aragón Offensive August 24-September 27, 1937

Intended as another Republican showpiece, Republicans launched a full scale attack with some their best units designed to finally capture the main rail junction of Saragossa and secure all of Aragón for the Republic. Again, stubborn heroic Nationalist stands at places like Belchite preoccupied Republican attentions, allowing the Nationalists to build up countermeasures. Disastrous attack by Republican armour at Fuentes del Ebro again cost the Republic many precious tanks, including many new BT-5's. Stubborn and capable in defence, the Republic had still not managed to undertake a successful offensive.



Asturias Campaign

September 1-October 21, 1937

Final phase of Nationalist campaigns designed at the conquest of the Northern Republican territory that had begun with the reduction of the Basques. Though initially able to resist the Nationalists and Italians in bitter mountain contests, the Asturians, and their Santandarista and Basque allies were ultimately overwhelmed and the Republican forces were routed. Though the bulk of Nationalist forces were now freed for use elsewhere, large guerrilla bands continued to plague Nationalists and necessitate placing troops in this region for some months afterward. Guerrilla activity continued even after the war in some places.

Battle of Teruel

December 15, 1937-February 20, 1938

Republican offensive designed to forestall Nationalist offensive against Madrid by reducing the Nationalist Teruel salient which had penetrated Republican lines since the beginning of the war. Largely fought in miserable weather and bitter freezing cold where the climate was as much an enemy to both sides as they were to each other. Overwhelming Republican attack against a spirited and stubborn Nationalist defence goaded Franco into forestalling his planned Madrid offensive and retaking Teruel after it was lost to Republicans. Bitter defence of the Republicans failed to prevent advance of Nationalists and a Nationalist flanking attack at Alfambra with a spectacular cavalry charge helped turn the tide and trap the Republicans themselves in Teruel. Republicans were able to break out only after heavy losses. Initially designed as a showcase of Spanish endeavour, the Republicans had withheld the International Brigades from this battle but as the situation became more critical,



the Internationals were deployed, however performing no better than other Republican troops. Insignificant in terms of territory, this battle again resulted in devastating manpower and materiel losses for the Republic, whose Aragón armies were so weakened as to be unable to withstand the following Nationalist counteroffensive into Aragón. Losses Nat - 50,000, a third due to cold, many aircraft to crashes and cold. Republicans - 60,000

Battle of Cape Palos

March 6, 1938

Inconclusive battle when two forces accidentally met in the Mediterranean, near Cape Palos. Nationalist cruisers *Balares*,



Canarias and *Almirante Cervera* were escorting a convoy when happened upon by Republican cruisers, *Libertad* and *MéndezNúñez* and five destroyers. Republican torpedoes sank the *Balares* with nearly all hands, including Rear Admiral Manuel de Vierna. The two forces then separated and no further result was derived.

Nationalist Aragón Offensive and March to the Sea March 9-July 19,1938

Capitalizing on the weak state of the Republican Aragón armies after Teruel, the Nationalists and Italians launched a motorized offensive backed heavily by German and Italian air and well supported by Italian artillery. The depleted Republican forces were utterly routed and the Nationalists were able to march to the sea, cutting the Republican territory in two, crushing anything in their path. Widening the breach, Italians and Spanish Navarrese troops attempting to take Valencia ran up into well prepared, albeit untried, divisions unaffected by the Aragón collapse. In this defensive battle, the Nationalists lost 20,000 men and were halted short of Valencia, partly because of the Republican defence and partly because of the new Republican offensive across the Ebro. Other than for the defence of the territory before Valencia, this campaign marked a clear Republican disaster and, unless France intervened, heralded the beginning of the end for the Republic.

Battle of the Ebro July 24-November 16, 1938

Growing impatience with German and Italian violation of non-intervention agreements convinced France tore open her border with Republican Spain for a brief time. Until forced by the British, who were afraid of starting a new European war in Spain, to reclose

the border, masses of waiting arms shipped by the Soviet Union, France and other nations were allowed to pour across. This enabled the Republicans to resupply the army devastated by the failure at Teruel. Instead of adopting a defensive position, the Republic planned a new offensive designed at relinking the two sundered Republican areas and prolonging the war until a general European conflict should force France and England to come to the Republic's aid. Accordingly, Republican commandos swam across the Ebro river at midnight and secured bridgeheads across to which were built several pontoon bridges during the night. Other than a failed assault by French Internationals in the south, the manoeuvre was successful and Republican troops crossed to engage the surprised Moroccans of the 50th Division. The 50th disintegrated, 4000 of its men captured and the rest dead or reeling backwards in confusion. Nationalist General Yagüe, who had nearly been captured, ordered the 13th Division to make a desperate forced march to meet the Republican tide at the town of Gandesa. Concentrating most of their armour and artillery, the Republicans failed to shake the hold of the 13th. Rather, forced by the Nationalist reaction, the Republicans determined to hold on by sheer determination, more for propaganda than tactical reasons. Nationalists, having the advantage of air and artillery superiority hammered away at Republican positions, forcing their way back to the Ebro at an incredibly slow pace. The Republicans adopted a stand and die attitude, ordering sergeants to shoot any officers who ordered retreat. By such sacrifices, it took the Nationalists well over three months to reconquer what the Republicans had taken in two days. But the cost to the Republic had been devastating. The Republicans lost 70,000 men, 200 aircraft and most of their materiel. Nationalists casualties amounted to 23,000 men.



Catalonian Campaign

December 23, 1938-February 9, 1939

Final major Nationalist offensive of the war, Nationalists armies overwhelmed tired Republican units who only made a few meaningful stands. Hordes of refugees poured into France. Nationalists captured Barcelona, then all of Catalonia, sealing the French frontier.

Casado Coup

March 4-12, 1939

The last major fighting of the war occurred solely between units of the Republican army when General Casado, commanding units in Madrid, attempted to oust the communists, who wanted to prolong the war until the bitter end. Casado, who wrongly believed the Nationalist command would give better terms of surrender to a fellow army officer, arrested or ousted several communist leaders. When Casado made his move to take over Madrid, Communist divisions left their lines and began to fight their way back into the city. The coup appeared failed when the anarchists of General Mera's 4th Army Corps came to the rescue, engaging the communist troops in street battles and forcing them back out of Madrid. The communists, by now highly unpopular in the army, were ousted from the Republican political scene and their influence was ended. Casado failed to secure any terms better than unconditional surrender, but did manage to bring the war to a close by April, stopping any further slaughter on the battlefield, though the pogroms of retribution would still go on.

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Martinez Bande, Jose Manuel. *La Campaña de Andalucía. Monografias de la Guerra de España, No. 3*. Madrid: Libreria Editorial San Martin, 1968.

Martinez Bande, Jose Manuel. *La Campaña de Cataluña. Monografias de la Guerra de España, No. 14*. Madrid: Libreria Editorial San Martin, 1979.

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"THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL* Players Directory, and includes all UK ASLers whose information has been confirmed within the last ten years (as shown by the date [in dd mm yyyy format] at the end of each entry.) It is broken down by country and then by postal code region.

England

David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (27 Nov 2023)
Martin Castrey, 32 Swallowfield, Tamworth, Staffordshire, B79 7SG (02 May 2020)
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (10 May 2017)
Wes Hope, 16 Wakely Road, Bournemouth, Dorset, BH11 9EE (15 Jul 2017)
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (31 Oct 2014)
Matt Quinton, 28 Rosehill Drive, Bransgore, Christchurch, Dorset, BH23 8NP (21 Aug 2023)
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, BL2 6PL (02 Nov 2019)
Bernie Flint, 58 Coventry Street, Sussex, BN1 5PQ (15 Feb 2018)
Ian Kenney, 53 Withead Crescent, Brighton, W. Sussex, BN1 6WG (02 Dec 2018)
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (10 Sep 2018)
Steve Lampon, 4 Red Cottages, Cambridge Road, Quendon, Essex, CB11 3XH (02 Oct 2023)
Martin Barker, Tradewinds, Wrating Road, Haverhill, Suffolk, CB9 0DA (11 Oct 2023)
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (25 Oct 2019)
Ian Ainsworth, 23 Lyneal Avenue, Great Sutton, Ellesmere Port, Cheshire, CH66 2HX (19 Jan 2024)
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (19 Mar 2014)
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE (28 Jan 2024)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (07 Nov 2023)
Paul Osborne, deliberately missing, Littlebourne, Canterbury, Kent, CT3 (30 Aug 2014)
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (27 Jan 2024)
Richard Webb, 2 Boundary Close, Burton-On-Trent, Staffs, DE13 0PG (13 Feb 2024)
Simon Stanforth, 131A Radbourne Street, Derby, Derbyshire, DE22 3BW (11 Jan 2024)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (20 Jan 2024)
Brian Hooper, 1 Beaconsfield Street, Darlington, County Durham, DL3 6EP (25 Feb 2020)
Georgios Kiokpasoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)
Paul Healey, 19 Beechfield, Hoddesdon, Hertfordshire, EN11 9QQ (17 Aug 2021)
Lee Bray, 16 Admiral Way, Exeter, Devon, EX2 7GA (11 Nov 2015)
Ulrich Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (01 Nov 2023)
Richard Munroe, 104 St. Andrews Road South, LYTHAM ST. ANNES, Lancashire, FY8 1PS (04 Mar 2020)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (10 Jan 2024)
Paul Currie, 18 Rogerley Close, Lytham, Lancs, FY8 4PL (13 Jun 2017)
Russell Gough, Belclare, New Road, Cheltenham, Gloucestershire, GL52 3NX (19 Jan 2024)
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (03 Apr 2019)
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (12 Feb)
Neil Andrews, 40 Barnshaw House, Coxhill Way, Aylesbury, Buckinghamshire, HP21 8FN (17 Aug 2020)
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (03 Apr 2019)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (01 Jan 2024)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (30 Jun 2016)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (27 Aug 2020)
Ray Porter, 38 Bishopgate Street, Wavertree, Liverpool, Merseyside, L15 1EW (21 Jan 2020)
Craig Benn, 29 Leybourne road, Gateacre, Liverpool, L25 4SW (02 Feb 2024)
Damien Maher, 21 Crestor Road, Woolton, Liverpool, L25 6DN (23 Feb 2020)
Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (14 Mar 2020)
Andy Bagley, Four Pines, Elmete Croft, Scholes, Leeds, West Yorkshire, LS15 4BE (16 Feb 2024)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (19 Sep 2016)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (15 Feb 2024)
Daniel Ryan, 110 Maidstone Road, Bounds Green, Enfield, London, N11 2JP (28 Aug 2015)
Greg Stroud, 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 (20 Feb 2024)
David Lincoln, 200a Tufnell Park Road, London, United Kingdom (+44), N7 0EE (10 Oct 2021)
Andrew Cochrane, 20 Scott Avenue, Cramlington, Northumberland, NE23 1HE (18 Sep 2016)
Andy McMaster, 19 Ventnor Gardens, Whitley Bay, Tyne and Wear, NE26 1QB (08 Jan 2023)
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (12 Mar 2014)
Colin Bell, RAF Cranwell, Sleaford, Lincs, NG34 8hb (24 Jan 2017)
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20 Feb 2018)
Pedro Santos, 4 Park Avenue, London, NW11 7SJ (13 Sep 2018)
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (09 Feb 2015)
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (04 Oct 2022)
Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (28 Feb 2022)
Bill Durrant, Firs Cottage, Fyfield, Abingdon, Oxon, OX13 5LR (31 Dec 2023)
Stefano Cuccurullo, Flat 46, Room 4, Oxford, Oxfordshire, OX3 (16 Mar 2022)
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HT (28 May 2023)
Simon Horspool, Osborne House, High Street, Stoke Ferry, Kings Lynn, Norfolk, PE33 9SF (03 Dec 2016)
Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (12 Oct 2017)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (07 Mar 2017)
Jeremy Howison-Haworth, 15 Balcarres Road, Leyland, Preston, Lancashire, PR25 2EL (20 Jul 2017)
Bill Shierliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (03 Apr 2019)
Nick Rijke, 59 York Road, Newbury, Berkshire, RG14 7NR (28 Nov 2020)
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)
Kevin Crockery, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (09 Aug 2021)
Tom Rodwell, Sheepwash Farm, Copsale Road, Maplehurst, Horsham, West Sussex, RH13 6QY (12 Jun 2022)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (22 Nov 2022)
Joel Ayres, 8 Wordsworth Rise, East Grinstead, West Sussex, RH19 1TW (02 Oct 2023)
Mark Tomlinson, 12 Briar Road, Sheffield, S7 1SA (10 Dec 2018)
Michael Essex, 1B Wrottesley Road, London, SE18 3EW (03 Apr 2019)
David Ramsey, 9 Pollards Way, Lower Standon, Bedfordshire, SG16 6NF (02 Oct 2023)
Nic Greacas, 6 Western Way, Letchworth, HERTS, SG6 4SE (08 Sep 2019)
Matthew Ellis, 201 Dialstone Lane, Stockport, SK2 7LF (29 Jan 2024)
Andrew Campen, 15B Mauldeth Close, Heaton Mersey, Stockport, Cheshire, SK4 3NP (08 Feb 2018)
Andrew Dando, 26 Constable Drive, Marple Ridge, Stockport, Cheshire, SK6 5BG (03 Apr 2019)

William Binns, 20 The Warren, Carshalton, Surrey, SM5 4EH (10 Jan 2024)
Adrian Catchpole, Flat 1, 19 Bank Street, Melksham, Wilts., SN12 6LE (04 Jul 2019)
Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)
Peter Catchpole, 8 Skintle Green, Colden Common, Winchester, Hampshire, SO21 1UB (05 Feb 2024)
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)
Jerome Hoffman, Graemar House, Graemar Lane, Sheffield English, Hampshire, SO516FW (12 Jan 2022)
James Crosfield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (30 Jul 2022)
Jonathan Smith, 3 Lingdale Avenue, Sunderland, Tyne and Wear, SR6 8AZ (18 Sep 2016)
Mark Finney, 28, Caverswall Rd, WestonCoyney, Stoke-on-Trent, Staffordshire, ST3 6PE (10 Mar 2023)
Simon Church, 7 Beauchamp Terrace, Putney, London, SW15 1BW (15 Oct 2015)
Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)
Frazer Greenshields, 231 Staplegrove Road, Taunton, Somerset, TA2 6AG (21 Jan 2024)
Steven Hall, 43 Millstream Gardens, Tonedale, Wellington, Somerset, TA21 0AA (01 Aug 2021)
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)
Michael Clark, 25 Ravenswood Avenue, Tunbridge Wells, TN2 3SG (24 Feb 2021)
Gerard Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (06 Oct 2017)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (22 Dec 2023)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PS (08 Aug 2017)
christopher bourne, 52 horsenden lane north, greenford, middlsex, ub6 0pa (04 Dec 2014)
Daniel Leon, 4 Luxemburg Gardens, London, W6 7EA (15 Feb 2020)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (19 Jan 2024)
Dave Booth, 47 Dunnock Grove, Birchwood, Birchwood, Warrington, Cheshire, WA3 6NW (18 Jan 2024)
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)
Greg Jameson, 86 Fulbeck Ave, Wigan, WN3 5QL (23 Jan 2020)
Peter Burbury, 18 Charles Way, Malvern, WR14 2NA (11 Feb 2024)
Wayne Baumber, Cherry Trees, Danes Green, Worcester, Worcestershire, WR3 7RU (29 Mar 2023)
Ian Morris, 5 Coltman Close, Lichfield, Staffs., WS14 9YS (01 Nov 2023)

Scotland

Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (06 Feb 2024)
Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, AB15 8BN (29 Jan 2024)
Steve Cook, 199 Hilton Avenue, Aberdeen, AB24 4LD (02 Feb 2024)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (22 Jan 2024)
Alan Howe, 62/2 Bryson Road, Edinburgh, Midlothian, EH11 1DR (18 Apr 2023)
Rod Lobban, 3 Mortonhall Park Loan, Edinburgh, EH17 8SN (12 Feb 2024)
Pete Philipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (18 Nov 2023)
Darren Kilfara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (09 May 2017)
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (12 Feb 2024)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (21 Jan 2024)
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (06 Oct 2016)
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2019)
James O'Neill, Flat 73 Woodside Tower, Motherwell, Lanarkshire, ML1 2HX (16 Jul 2020)
Hugh O'Donnell, 11 Rossbank Road, PORT GLASGOW, Renfrewshire, PA14 5AD (28 Dec 2016)
Neil Stevens, Linton Mill Farmhouse, Morebattle, Kelso, Roxburghshire, TD5 8AE (19 Jan 2024)

Wales

Alex Ashton, 94 The Spinney, Brackla, Bridgend, Bridgend, CF32 2JE (11 Sep 2022)
Chris Dalgety, 4 Library Street, Canton, Cardiff, Cardiff, CF5 1QD (30 Dec 2014)

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.vftt.co.uk/my-account.asp.

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LASL

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 first Saturday of each month from around 9am until around 5.30pm. We are located at The Penderel's Oak, 283-288 High Holborn, Holborn, London, WC1V 7HP. More details can be found at <https://londonasl.siterubix.com/>. Send your name and contact details to lasl.double.one@gmail.com to arrange a game and ensure there are no last minute problems.

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!

MARCH SCANDANAVIAN ASL OPEN

When: 28 February – 3 March.

Where: Danhostel Ishøj, Ishøj Strandvej 13, 2635 Ishøj, Denmark. Contact the organisers for information on accommodation; in 2020 accommodation was available at a cost ranging from 615 Danish Kroner (about €82) per person for a single room to 205 Danish Kroner (about €28) per person sharing a four person bedroom including breakfast, lunch and dinner – check the website or contact the organisers for a price.

Fee: Range from 1800 Danish Kroner (about €240) for those arriving Thursday morning to 700 Danish Kroner (€95) for those arriving on Saturday morning – check the website or contact the organisers for full information.

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/>.

HEROES 2024

When: 6 – 10 March.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates start at £40.00 for a shared room or £45 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 25 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 mid-February.

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

Contact: For more details or to register contact Pete Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email heroes@vftt.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vftt.co.uk.

JUNE DOUBLE ONE 2024

When: 20 – 23 June (T BE CONFIRMED)

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 are likely to be similar to 2021 (EX: £39.60 for a single room and breakfast).

Fee: £15.00.

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 the organisers by email at lasl.double.one@gmail.com. Check out the web site at <https://londonasl.siterubix>.

[com/](http://www.aslgermany.de/) for the latest details.

OCTOBER GRENADIER 2024

When: 2 – 6 October.

Where: Schacht III Event & Conference Center, Koststraße 8, 45899 Gelsenkirchen. Room rates start at €92 per night for a single room including dinner.

Fee: €10 per day. Due to the limited capacity of the venue, registration **MUST** be made by 2 September.

Format: The main tournament is a Swiss style five round tournament running from Friday to Sunday. There will be no mini tournaments in 2023.

Contact: Check out the Grenadier web site at <https://www.aslgermany.de/> for up to date information.

ASLOK XXXVIII

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: \$30.00 for those pre-registering, \$40.00 on the door.

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

Notes: T-shirts are \$10.00 each (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)

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

NOVEMBER BOUNDING FIRE BLACKPOOL 2024

When: 13 – 17 November.

Where: Headlands Hotel, 611 New South Promenade, Blackpool, England, FY4 1NJ. Tel 01253 341 179. Room rates to be confirmed but started at £40.00 for a shared room or £45 for a single room in 2022 (breakfast included. Bar meals and good beer are also available at the hotel.

Fee: £20.00.

Format: 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 Simon Staniforth by email at boundingfirstfire@gmail.com. For up to date information check out the web site at <https://boundingfireblackpool.blogspot.com/>.

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Double One 2024

Thursday June 20th to Sunday June 23rd



Following its successful return to FTF action in 2022, the London ASL tournament "Double One" continues at its regular venue, Writtle College in 2023.

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

The weekend

The tournament starts on the Thursday with friendly gaming in the afternoon, and the now traditional curry evening at the college. The gaming room opens at 8.30am on Friday for several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon.

On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating.

Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website around April 2022.

The venue

The tournament's venue will be the Writtle Room, Writtle College, Lordships Road, Writtle, Chelmsford, Essex CM1 3RR - www.writtle.ac.uk. Room opening times are early afternoon (depending on arrival times of players) - midnight Thursday, 8.30am - midnight Friday, 8am - midnight Saturday, and 8am-3.00pm Sunday (prize giving circa 2.30pm).

The venue is less than 2 miles outside Chelmsford and is easily accessible:

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

Participants intending to stay overnight should book their B&B accommodation directly with the college (£42.00 including VAT per person per night). Contact the organisers for a booking form and T&Cs. Further information can be obtained by contacting the college (phone +44 (0) 1245 424200 ext 25645)

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

Attendance fees

The attendance fee for the weekend is £15.00. Payment can be made by either [Paypal](#) to lasl.double.one@gmail.com (select SENDING TO A FRIEND OR TO FAMILY), cheque (email lasl.double.one@gmail.com for details), or cash on arrival.

For further details, please either visit the tournament's website at <https://londonasl.siterubix.com/> or contact the organisers by emailing lasl.double.one@gmail.com

You can also keep up to date with developments by joining the London ASL Google Group - [LondonASL - Google Groups](#)

We look forward to welcoming you back to Double One in 2023

