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With the growth of the Internet, emoticons have originated to allow people to show expressions in text. I find these very useful for the printed word in general, so you’ll see plenty of them in View From The Trenches.

An emoticon is created with keyboard characters and read with the head tilted to the left. Some typical emoticons are:

:-) humour or smiley
;-) winking
:-> devious smile
<g> grin
:-0 shocked or surprised
#-0 hung-over

I’d like to apologise to some of the Crusaders among you who may have received renewal requests off me with your last issue, even though you had sent in your Crusader renewals. I hadn’t got these details off Neil Stevens at the time as his computer had broken so he couldn’t send me them. He now has a new computer and has sent me the details so I have now updated the subscription details and they should be correct. Please check your address label though and let me know if it isn’t though.

Since BERSERK ’98 I have had the pleasure of having Iain “Mad Vet” McKay over for a weekend of ASL, have David Schofield coming up this month and Aaron Sibley next month after the Ozz-Fest (which we both plan on attending). If anyone else is ever in the area or would like to stay over for a weekend feel free to get in contact. The Trench HQ may not be the Ritz, but it can provide basic food and enough alcohol and ASL to keep even me happy :-)

A new reader, Ruaraigh Dale, has come to my attention, and he is looking for PBM opponents. If you’d like to help someone out contact him at 13 Swinemoor Lane, Beverley, HU17 0JU.

Finally, I’d like to dedicate this issue to Lee Brimmicombe-Wood, who is getting married this month. All the best mate, and I hope we’ll still be able to see you at ASL tourneys in the future!

Until next time, roll low and prosper.

Pete Phillipps

Double 1. My last, best hope for victory.

CAPTION: The BERSERK ‘98 logo, a drawing produced by Arthur Garlick.
INCOMING

COMPUTER ASL

Big Time Software have released a few details about the computer ASL game it is developing for Avalon Hill.

It will feature a turn-based game system built on “real world” commands, not phases, with the computer handling synchronisation of actions and events. There will be state of the art graphics but not at the cost of intelligent game play, and the ability to play against other people by hot seat, the InterNet, or by email. A full featured scenario editor will allow players to create their own scenarios.

No release date has been set. To quote Big Time Software “It will be done when it’s done.”

WORK CONTINUES ON FOURTH BUNKER

Work continues on Dispatches From The Bunker 4, with the two scenarios currently undergoing play testing. ‘Crisis at Kasserine’ is a large Kasserine Pass action featuring a mixed German/Italian Kampfgruppe attacking an American combat engineer force backed by M3 Grant tanks, 75* Halftracks, and a battery of French 75 Artillery. ‘The Forest North of Karachev’ is a post-Kursk tournament sized action with the Grossdeutschland trying to hold off a mixed Soviet Guards tank/infantry force. The issue will also contain a report of their Nor’ Easter tournament, a look at Berlin: Red Vengeance, and the usual ASL features. They are currently looking at a late June release date.

PTO HASL MODULES ON THE HORIZON

Those Ragged Bloody Heroes is a new CH module which covers the Australian actions at Gona in New Guinea. Designed and developed by Australians Paul Haseler and Mark McGilchrist, it contains a map depicting the palm-lined coastline of New Guinea, special rules, play aids, a Platoon Leader campaign, and four scenarios. Due soon, it should cost $26.95.

Chicago’s Windy City Wargamers, producers of the WCW Color Scenarios, are working on a HASL based on the Sugar Loaf Hill battles on Okinawa. “Been at it for the past year and a half. The caves make it a ton of work to play but the overall campaign seems to work ok.”

Meanwhile Front Line Productions, producers of Baraque de Fraiture, are continuing to work on Edson’s Ridge - Guadalcanal, 1942.

No releases dates have been set for either of these projects.

PLATOON LEADER CAMPAIGNS

Retail support for the new CH Platoon Leader Campaigns publication/CG approach level has been described as “lukewarm” and it will now only be available as a subscription direct from CH. A 2-pocket PL campaigns folder is part of the presentation, along with any CG Cards, new purchase record sheets, Variant Rules, etc.

The first edition of the PL Campaigns subscription is expected to ship within the next 60 days.

SCHILLING CANCER SCARE

MMP’s Curt Schilling, baseball player for the Philadelphia Phillies has had tests on a non-cancerous white lesion linked to smokeless tobacco. A leukoplaikia was found in Schilling’s mouth as a result of chewing smokeless tobacco and although he does not have cancer, this is an early warning sign he could develop mouth cancer unless he quits chewing immediately.

In related news, former AH artist Rodger MacGowan was diagnosed with cancer. He will be under treatment for the next six months. A cure is anticipated and I am sure you all join with me in wishing him well.

DEBRIEFING

The following errata for Time On Target 3 was posted by Mike Reed.

Scenario TOT44 “…A Dish Best Served Cold…” SSR5, insert “in each hex” at the end of the second sentence.

The following clarifications and errata have been posted to the Critical Hit! Inc. Web Site.


CG-GE#1 “The Grain Elevator” Russian reinforcement A2 list a medium tank platoon of 3xKV-1 M40; however the tanks depicted are 3xT34 M41. What should Russian reinforcement A2 consist of?

A. 3 x KV-1 M40. As per PL errata, the textual listing always supersedes the graphical depiction if they vary.

CG-GE#1 “The Grain Elevator” In the German order of battle 4 Flak Pz IV/20 (Wirbelwinds) are shown. In the scenario aftermath 4 FlK Pz IV/37 (Ostwinds) are mentioned specifically. Should the Germans have Flak Pz IV/20’s or Flak Pz IV/37’s?

A. Flak Pz IV/37

Initial Russian OB A2 NKVD Militia Ptn should be I3 NKVD Militia Ptn.

G2 ART Battery should be G1 ART Battery.

G4 Offboard Observer should be the G2 Offboard’d Observer (there is no O4).

Dzerhezinsky Tractor Works

Russian Guards Rifle Coy. (I1) and German Rifle Coy. (I1) RGs should also have ‘c’ in the notes column. Footnote ‘c’ should include ATRs as being manned by 127 crews.

Add to footnote z: ELR Loss/Gain drm: Soviet I1 -6, I2 -4, I4 -2; German II -4, I2 -4 -2.

The German HW Ptn. (I5) comes with BOTH a 50 cal HMG (8-16) and another “regular” HMG (6-12).

The ‘r’ footnote for a CG RG does not preclude setting up in Re-

Gravel Piles are treated as DTW rail embankments, not RB rail embankments.

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THE TRENCHES 3
GOING BERSERK IN BLACKPOOL

Trev Edwards

The hotel may have been different but everyone still had an excellent time at BERSERK! ’98, which was held over the weekend of 13th - 15th March in Blackpool.

Thursday saw me arrive at the Hotel Skye on Blackpool’s South Shore at 13:00 to find two of the boys from Kent had got there first. Some minor chaos demon reigned whilst tables were broken out of storage and so on but I recall that dice were a-rollin’ shortly afterward. The numbers built gently all afternoon and evening until -just before close of play- we had just short of 30 at the hotel, which was way up on last year.

The great and the good of British ASL were there, along with Pete Phillipps.

We had the exclusive use of the hotel from Thursday through to Sunday afternoon (a smaller venue than last year - but we filled it right up with a small and planned for over-spill into the next hotel) so we were where the bar was. It did a steady enough trade as far as I could discern for much of the weekend. Some of us had a drink.

Thanks to Trev, Steve and the other guys from Blackpool for all the effort they put into organising the weekend. With close on 50 participants, a near 50% increase over the previous year, things look pretty good for ASL in the UK. If you couldn’t make it this year make sure you do next. You won’t regret it.

Derek Tocher

The three players who had made it who were up for the Berlin: Red Vengeance CG (we lost a player who couldn’t make it) were joined by my co-director Steve Thomas to make up the numbers. As the evening drew on, the lines were drawn north of the Spree. Over the weekend the battles amongst the debris of Speer’s utopia would develop on different lines as one game saw a Stalin’s organ attack set fire to half the board! Rocket artillery roolz!

FRIDAY

Friday saw me fall out of bed at 6am to run out to Manchester Airport. I was to meet one of the friends I had made at ASLOK last year off the Delta redeye from the Big Apple. I thought that, all things being equal, expecting a guy to face the Northwest’s railway system at peak time after flying from Noo Yook was a bit much. Steve Pleva got to see the M62 and M6 at rush hour, but we made it to Blackpool OK. Steve is cool: he really tried not to show disdain for my car, but I could tell he doesn’t grok diesels, even those with ZZ Top cassettes more or less glued into the stereo. By way of thanks, Steve had: a) Bought through duty free a bottle of 12 year old Canadian Club (which I plan to marry and raise a family with) b) Not brought his golf clubs and c) Let me beat him at a micro scenario, ‘Turncoats’, a four turner from the new Euro-Pack. All this by lunch time.

By that evening the gang were all there. So many familiar faces and several new had showed up.

Just a quick note to congratulate everyone involved in organising the BERSERK! event. It was my first tournament and I had a great time and learned a lot. As a relative newbie I seemed to spend more time reading the rules than moving the pieces so I would like to thank all of my opponents who were unfailingly patient and courteous when I’m sure that, inwardly, they were screaming at me to get a move on.

William Eaton

Pairings for the first round were announced and the tournament hanky was truly dropped. The PTO round was much better subscribed than last year, even allowing for our bigger numbers. The other option of Eastern Front Classics was the majority this round.

I found time to get a game of ‘Trojan Horses’ in against Andrew Hershey, a lanky Yank who is a dab hand at darts and supplies renditions of sound effects from ‘Mystery Science Theatre 3000’ as you play. I lost. Heavily. I had a lot of fun though.

SATURDAY

Saturday morning saw round two. Choices were themed into three scenarios involving the French and three from the superb All American: Kellam’s Bridge pack. During this I was the Paparazzi snapping away at almost every table. Boy these guys are ugly! Faces only a Mother could love and all that. I found a handy half hour photo processing unit and I got a pair of photos of the attendees on all but one table whilst the guys were still playing the same scenario.

What a weekend! Many thanks to Trevor, Steve and all, for the excellent organisation and venue. Hi to all my opponents and friends who were there - the esprit de corps’ was great. I’d especially like to thank Steve Pleva (whom I beat on the last die roll! He tried to ESB off in ‘Lions Share’ - DR 7 he won, 8+, I won) who not only is a great player but gracious with it. The Brits learned a lot from him, especially regarding speed of play.

David Schofield

Some of our number tried out the monster roller coaster ride “The Big One” which is a truly huge modern roller coaster that dominates the southern sea front at the nearby Blackpool Pleasure Beach. This weekend all rides were 60p! Others found a pretty good Chinese Restaurant. As ever in Blackpool, fish and chips were to be found readily enough if you were prepared to walk half a mile or so.

SUNDAY

Sunday morning a slight glitch with the hotel staff saw a late start, which ultimately led to adjudication being required on some important games and this dismayed me personally. The guys who lost out (most notably Dave Schofield who really thought he had a chance and was deemed the loser of his last game by a close adjudicated decision), were pretty good about it all.

By about 15:00 on the Sunday we had a winner in almost all our categories. First place went to Toby Pilling who overcame the strongest opposition in the tournament.
to win the pewter WACO glider I bought in the Dayton USAF museum in October (along with £20 credit with Leisure Games).

Had a great time in dear old Blackpool, well done Trev and Steve for arranging an event that was clearly enjoyed by all and thanks for all the hard work. Trev, doubt whether you've had much time to hug your rulebook lately! Being relatively new to ASL, scenario choice in each of the rounds didn't seem to matter much as I didn't own very many at all!!

First round I played Neil Brunger in 'A68 Acts of Defiance'. It went to the last...
gor gor goes berserk!
An American View of Berserk! ’98
Steve “gor-gor” Pleva

I had the privilege of attending Berserk! ’98 and besides ASLOK (which is a completely different experience) it was the best tournament that I’ve been to. First of all, I must say that the Brits are among the most hospitable folks in the world and the beer is excellent. The hotel rooms were Spartan, but adequate. The gaming area was under lit, but the bar stocked a nice beer - a fast trade off. The beer is quite good. I didn’t really come for the ASL, but here’s an abbreviated (relatively speaking) AAR:

I arrived Friday morning after taking the red-eye from JFK and Trevor. “The Host with the Most” Edwards was there to take me to Blackpool. Boy, it was nice not to worry about arranging transportation - thanks Trevor.

The first round I was the Russians in ‘Acts of Defiance’ against Peter Ladwein from Germany. I wanted a scenario that I was familiar with for the first round because I was somewhat wedged out by the flight. I gave him the choice of the Russians straight up or the Germans with the first level of balance. He made the fatal flaw of not contesting the bridges with the engineers, allowing my reinforcements to cross the canal unscathed. He resigned on turn two when I got a couple of very lucky results that meant the loss of all his engineers. Except for the one mistake - Peter was executing a nice attack. Too bad the dice turned him on so severely all at once.

Next round I was paired against the defending champion, Paul O’Donald. We both wanted the French in ‘In Front of the Storm’, but we each knew that the Germans are the favored side. Therefore we both chose the German side in hopes of getting the French with the balance. I won the coin toss and gave the French the first move. I was able to reduce the Germans on the near side of the bridge without much loss. He had the ATG, 9-2, and MMG on the far side of the river so he still had a shot with three four turns remaining. However, my 9-2 surged his 9-2 and he was 12-0 out the ATG after flaming one tank. I generated a couple of heroes as I diced out Paul. Looking at this scenario, I think that there is a definitive German setup. So, I wasn’t myself playing this game scenario again - not enough choices for my taste. This isn’t that surprising given the fact that it is a river crossing. I think there are much better river crossing scenarios; ‘Snout Out’ comes to mind. I was hoping for ‘Strangers in a Strange Land’. The beer was great (this is starting to sound like a Pete Phillips report).

Third round pitted me against Dave Schofield in ‘Lion’s Share’. I wanted ‘Scouts Out’ because I didn’t think it was as dicey. I took the Germans because I felt that I should be able to get 5 vehicles off before the French tanks showed up. I bombed down board 19 and swatted up his LMG and squad after he eliminated a truck and squad. Dave had a nice set up and was ready for my lightning strike. His ATGs were tough and bagged 6 tanks. His ATRC had another and I was in trouble with barely enough points left to win. I got 17 points off (I needed 22) with one Mk IV left that needed 16MP to exit (it has 14MP). So I took ESB because otherwise it would’ve had to survive two fire phases from both ATGs and one fire phase from the four French tanks. I needed a screen to win - I roll an eleven. Dave played the game right, he didn’t make a mistake. I probably should’ve tried to drive through the board 17 bypass route after figuring that the ATGs were guarding the fast exit - there really isn’t any other good place to put these units. Again, Dave played a great game and it was very exciting for the 2.5 turns that we played, Bro.

Fourth round was against Derek Tocher, a Scout living in England. We both chose ‘Eye of the Tiger’. Derek wanted to dice for sides, I wanted to pick. He chose the Russians, I, the Germans. So we both got what we wanted. I dropped the DBA in the Russian backfield to interdict the movement of the Russian armor (not armor) but it stayed off target doing no damage and did not interdict his movement. I made good progress on turn 1. On turn 2 I moved my Tiger up into the grassy field on my left and punched the Tiger next to his ATG. He immobilized my Tiger in a virtually useless spot in his next turn - a good move on his part. I didn’t expect the gun there at all. I figured it was okay because at least I knew where it was and it’s more of a threat to the rest of my armor and he didn’t get any points for the Tiger. I kept press my infantry right up the center and was able to adjudicate the game. There are some serious losers including a couple of leaders (my 7-0 became a wounded 6+1, the bottom run on the food chain - not even SS rally with this guy.). I was in trouble when I think that I was a turn away from a decisive point. I felt that he was too close to my infantry. I PF’d two of his T-34s. I must admit that I paused about 75% of my PF checks with only one 6 in.

All game at this point, it was a 50-50 game because he hadn’t lost much of his infantry and I was down 4-5 squads. We had to adjudicate the game at this point and it was declared a draw - very appropriate considering the situation. Derek and I didn’t care about the official result, we just wanted to continue this extremely interesting game. Next, I sent up my armor and left him T-34 and SU-85. He missed with his ATR and I got lucky to nail both pieces of armor. This put me ahead because I still had both Pu-mas and MkIVs. Naturally, he remeved the score a little by nailing one Mk IV with the ATR. Never underestimate the value of an ATR, especially the Russian ATR vs. the weak, side armor on most German tanks. On my next defensive fire phase, both clipped Pumas poured two key positions and this allowed me to get the six buildings that I needed. I then prepared for the last turn counterattack. He rushed back but I broke or pinned his last two squads outside of the sixth building. This was the most enjoyable game of the weekend. The issue was in doubt until the very end. The Pumas were the MVPs as they accounted for about 30-35% of all the damage that I inflicted. I’ve seen too many players throw these pieces away prematurely - don’t do it.

Four rounds over two and a half days wasn’t much, but the camaraderie more than made up for the lower game content. If you are coming over from the States, expect to have fun. I didn’t find this too much of a problem because the social interaction makes up for it. Beer, darts, talking history and ASL, Chinese buffet, fish and chips, and beer makes for a great weekend. Oh yeah, and you can’t forget about the state of the art roller coaster that is about a ¼ mile from the hotel that only costs $1 to ride. It was brilliant.

Many thanks to the Brits (and others) who made the weekend truly great. Special thanks to Trevor Edwards and Ian Daylight for going out of their way to make my trip a good one. Oh, and did I mention that the beer is awesome? It is English bitter is my all time favorite. Extra bonus: since there are no preservatives, it doesn’t really give you any hangover if you over indulge (of course, I wouldn’t know this from first hand experience or anything). I just heard about it from some of the locals.

I strongly recommend getting to Berserk! or IN- TENSIVE FIRE at least once. If you can combine it with a bigger vacation or business trip, it’s definitely worth it. If it is at all possible, I will attend again next year.

Ian Pollard (left) accepting his Snake Eyes trophy.

The high point of the entire weekend then followed. Aaron Sibley had rolled box cars no less than eight times in a parallel game of ‘In Front of the Storm’ but lost. No surprise there. Peter Ladwein had also posted eight twelves in his game of ‘Scout’s Out’. The Battle of the Boxcars! Two other prizes go out at Berserk! This meant a shoot out! With ten-eight twelves in his game of ‘Scout’s Out’ and Peter Ladwein had also posted eight times in a parallel game of ‘In Front of the Storm’. Takes some doing that!

I would like to extend a big thank you to Trevor, Steve and the rest of the gang who organised Berserk! ’98.

Although I had a dismal performance in the competition I thoroughly enjoyed the games I played and the ‘Snake-eyes Champion’ trophy I received will look very nice on display.

Steve Pleva (left) and Derek Tocher engrossed in thought in their game of Eye of the Tiger.

The ‘Snakes’ went to Ian Pollard who rolled the dice eight times and still lost as the allies in ‘In Front of the Storm’. Takes some doing that!

After that it was goodbye from so many and

Continued on page 8, column 1

but is beaten to the ‘honour’ by Aaron Sibley (left).
Now that BERSERK! '98 is past it is time for an update on the Crusaders Ladder. A total of 129 games were reported to the tournament directors and I recently spent a long Saturday documenting the results and calculating the new ratings (see sidebar for the method of determining points). There were a number of participants at BERSERK! '98 who were new to the UK ASL tournament circuit and I can report we now have 128 rated players.

Although Mike Rudd, top of the table after INTENSIVE FIRE '97, attended the tournament he played a campaign game over the weekend so we didn’t have the chance to take any points from him 😎. However Toby Pilling continued his winning ways (see BERSERK! '97 report elsewhere in this issue) and Mike’s lead over the field has been cut to 85 points. Other notable advances were made by Aaron Sibley (8-1 for the weekend) who netted a massive 575 points from him and two wins allow Paul Case to climb out of the bottom position.

One feature which I noticed while doing this latest update was the number of times the higher rated player won. This is now becoming very significant and I believe that is telling us that for many players we now have sufficient data for the relative positions on the ladder to have some real significance (tournament directors take note).

The next update will be published after INTENSIVE FIRE '98, until then roll low.

Contact me at 19 Tyrell Square, Mitcham, Surrey, CR4 3SD, by phone on (0181) 687 2699, or by email at Derek.Tocher@compuserve.com.
many others left without my getting to thank them for turning up.

Well done to Trev and Neil and Pete and all the rest involved in the UK ASL scene; I hope to get better by the end of the year and play in more of the tournaments if possible.

Having played only a few FtF games before it was really weird to play 4 x FtF games in two days but it was interesting if not absolutely exhausting too.

I learnt an awful lot though and it was great to see so many people enjoying themselves playing ASL.

David J. Otway

Sunday evening: Only a few players were left and Steve Pleva ran a six-player game of ‘Raging Furnace’ from CH 2. Essentially each sides units were divided into three groups, each controlled by a player. I got most of the armour on the German side for example. A lot of fun this. Players had to decide what to do pretty quickly or MP/MP or fire opportunities bled away. Steve rolled sniper attacks on players who suggested moves to allied players or who challenged his rulings. He was exhausted by this.

On the way out for food the other remaining guys rode the “Big One”. We then went on for food, which was at a Pizza Hut where almost everything but pizza was off. I hate pizza but a chorus of the Wombling song lifted my spirits (for the benefit of overseas readers, the Wombles are furry creatures who inhabit Wimbledon Common, and pick up rubbish and make it into something useful. They were the stars of a very popular British kids TV show in the early 70s, who are undergoing a revival here at the moment - Pete).

Underground, overground, Womble'ing free

The Wombles of Wimbledon Common Are We Making good use of the things that we find Things that the everyday folks leave behind

The Wombles theme tune

GOING BERSERK IN BLACKPOOL

Continued from page 6

David Schofield (left) faces last years champion Paul O’Donnell.

On Monday I said goodbye to the last Berserkers at the hotel with a touch of sadness.

NEXT YEAR

I have had a brief talk with the hotelier and we have pencilled in the weekend 26th–28th March ‘99 for next year’s bash. This falls in between Mother’s Day and Easter so we have reduced our chances of clashing with the family environment. Negotiations are already afoot to improve on that which we had this year.

BERSERK! is already so big that we have to make some tough choices. Next year we will probably go to five rounds with a set of really short scenarios on the Friday starting at about 14:00 and another short set on the Sunday morning (this to facilitate an early exit for those who absolutely positively have to be at work on Monday morning). To allow for those who cannot make it early we propose a “Saturday only” round event for up to eight contestants. One day reduced entry fees will be introduced.

I ask any attendees to let us know what was good and what was bad so we can adjust for next year. We’re getting there. Next year will be even better.

THE CRUSADERS

Well change is in the air for the Crusaders as all of you will know by now having received my letter. For those of you who are not Crusaders you should be aware that I am giving up the distribution of third party ASL goods over here in the UK. What was a very slow trickle 3 or 4 years ago has turned into a proper flood and I’m afraid I just cannot cope. Satisfying the demands of ASLers desperate to get their hands on the latest and the best has just got to be left to the professionals so that is what I intend to do.

I must emphasise though that Crusader membership still represents good value at £20.00 per annum. Remember that a subscription to VFTT now costs £10.00 a year and that entrance to INTENSIVE FIRE costs £5.00! So I encourage you to join and support the playing of ASL in the UK.

I will be passing on all of my ASL contacts to Leisure Games, Second Chance Games, The Gameskeeper and Travelling Man and I have been encouraging them by sending them packs of ASL goodies for a look at the quality. If any of you know of any other quality games outlets that you feel would be interested in distributing such products do please let me know. I can then concentrate on playing ASL and organising INTENSIVE FIRE ’98.

Speaking of which the date this year will be 30/31 Oct/1 Nov 98 but the venue is still not absolutely final. The Embassy Hotel in Bournemouth is happy to have us back but, for the additional gaming room we require, they want to put the price up to £38.00 per room per night. This really is a bit steep and so I am currently investigating an alternative venue - in Stoke! I know this will certainly please the Northern fraternity as it is much more central. As soon as anything is settled you will be able to read it in this magazine.

Many of you will also know that on the home front I am due a move real soon. It looks like the Stevens’ family is going to be heading North to Edinburgh in August. So Scottish ASLers are going to get some new blood to beat on very soon!! I am very much looking forward to the move and to getting to grips with the gaming scene in Edinburgh and you never know, INTENSIVE FIRE ’99 might just have a Highland flavour to it - and I don’t just mean the whiskey!

Yours in gaming,
Neil Stevens

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THE SCANDANAVIAN ASL OPEN

Derek Tocher

Our INTENSIVE FIRE and BER-SERK! tournaments have attracted a gaggle of international ASLers in the past and a significant number of Germans, Danes and Swedes, together with smaller numbers of other nationalities, have enriched our competitions over the years. Recently I had the opportunity to return the complement by attending the ASL Scandinavian Open in Copenhagen over the weekend of 3-5 April.

The tournament was held in the Mekka Gaming Centre, close to the middle of the principle tourist area in Copenhagen, and hosted various collectable card games (burn the heretics!) and computer gamers over the weekend, in addition to the ASL tournament. The competition itself was in the Swiss format with play taking place in five rounds. The ‘Elite’ tournament had 26 participants while the parallel ‘1st line’ tournament involved 6 ‘newbies’.

Play commenced rather later than anticipated on the Friday evening as the large Swedish contingent had been delayed due to storms which cancelled a number of the ferries from Malmo. However after everyone had dried-off gaming commenced around 20.00 hrs and went on till about 01.30 hrs the next morning.

The Saturday morning round featured the PTO and the Nhpum Ga map from the ‘97 Annual was much in evidence with either ‘A115 Blockbusters’ or ‘A116 Tangled up in Blue’ being played on all bar one table. The second round on Saturday involved three excellent scenarios ‘A109 Scouts Out’, ‘SP17 Cross of Lorraine’, and ‘SP15 Tabacchificio Fiocche’. My most memorable moment of the weekend occurred during my game of ‘Scouts Out’ when, as the German, I captured an abandoned and scronged half-track on the last turn to give me exactly the 23 CVP which I needed for a, what had seemed earlier, very unlikely win.

By Sunday morning we were into the home straight with only four undefeated players remaining and by 13.00 we knew the final would be between Bjarne Hansen and Mel Falk, both previous attendees at INTENSIVE FIRE. The two finalists settled on ‘A104 In Front of the Storm’ for the decider with Bjarne getting the German defender. The game was very close throughout with first one side then the other having the advantage. As this was the final game to be completed quite a crowd had gathered by 19.00 hrs to watch the climax. For a while it looked as if the tenacious German defender would be able to hold the bridge. However Mel persevered and managed to eliminate the last German unit on the bridge with multiple breaks in the last turn and then run a half squad across for the victory. You could tell from the demeanour of the participants that it doesn’t get much closer than this!

At the same time Christian Stasiak was rapping up top place in the 1st line tournament with a 5-0 record, while Rasmus Albrektsen took the runner up slot.

Many thanks to Mikael Siemens and Michael Hastrup-Leth for organising the tournament and ensuring it ran smoothly. I had a great time over the weekend and enjoyed meeting new players and renewing acquaintances from previous years INTENSIVE FIRE’s. If you can sell the wife/significant other the idea of a long weekend in Copenhagen over the weekend of 3-5 April make sure it coincides with the ASL Scandinavian Open - I did :-). You won’t regret it.
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.
One of the ways ASL helps to avoid the omniscient player syndrome so common to wargames, particularly tactical games, is through the use of Concealment counters. These can be effective at concealing real units and fooling the other player into thinking they are real units. But what is the best way to use them?

**SETTING UP DUMMIES**

When both sides start the scenario on-board, the defender first sets up all his real units and OB-given concealment counters. Some of these may act as concealment for real units while other are used to form dummy stacks. The attacker then does the same with his units. When both sides have set up, all unconcealed units out of anybody’s LOS have a concealment counter placed on top of them and play begins. Note that a Dummy stack will never receive another concealment counter (ASL Annual ’90 errata).

Things are similar if the attacker sets up off board except that as no enemy units start the scenario on-board, the defender can set up his units anywhere that doesn’t conflict with his terrain. This is not a recommended strategy, but it is a possible one.

Don’t forget. Dummies/OB-given concealment counter can only be placed in concealment terrain (the terrain listed in red on the Terrain Chart). And remember, Graveyards are NOT Concealment Terrain!

In a Night Scenario the Defender gets additional HIP and Dummy units as per E1.2. Dummies and HIP units (EXC: non-entrenched Vehicles/Guns) can set up in non-concealment terrain and as if it were concealment terrain. The Attacker’s units start Cloaked (which is very similar to Concealment).

**LOSING CONCEALMENT**

The most common way of losing concealment is by performing an action while in the LOS of a Known enemy unit. Firing, attacking in CC, moving in Open Ground or using non-Assault Movement, or taking PTC or MC are probably the most common actions that cause concealment loss.

Concealment can also be lost whenever a non-berserk enemy Infantry/non-charging Cavalry unit attempts to move into a concealed unit’s Location during the MPH (unless it is using Bypass A12.151). In this case the DEFENDER must immediately reveal at least one concealed unit in that Location and thereby the moving unit back (even from a Wire Location entry) to the last Location occupied before entering his Location.

If there are several Concealed units in a stack then Random Selection is used to determine which one(s) must lose concealment. However, all HIP units in the Location must be placed on board beneath a concealment counter prior to the Random Selection dr.

Thus with a concealed dummy counter and a real unit there is a 16% chance that both units will be revealed (due to the doubles possibilities), a 42% chance that the dummy will be revealed (which would cause the real unit to be automatically revealed. The rest of the time (42%) only the real unit would be revealed, leaving the dummy concealed. Either way the enemy knows that a real unit is in the hex, which is all he likely wanted to know anyway.

Many players seem to ignore this and simply reveal a unit of their choice to force someone back. Don’t let them get away with it. Especially if Random Selection picks a SMC. Then make them reveal another unit (using Random Selection again of course) or you can conduct an Infantry OVR against the SMC.

**DEFENSIVE POSITIONING**

As the defender you usually want to avoid firing against a scouting unit and wait for bigger bait. This is particularly so when you consider the subsequent fire restrictions - if you just break the scouting unit, it’s probably the closest Known, armed enemy unit. Your opponent will then come no closer than two hexes with all his other units.

However, if you hold your fire, you are still free to First Fire at a more tempting target and can still Final Fire at the scouting unit (albeit without FFNAM) in the DFPh.

The best defence against [multiple] units that try to remove concealment counter is probably by using a flanking fire lane. Important buildings that are protected by fire lanes even from a pair of LMGs will make the ATTACKER think twice or making him pay more for the information gained. If you are in buildings, and have the important units on ground level, it is usual a good idea to have plain (without SWs) squads on 1st level. They still have PBF and if broken they are easy to replace.

If the terrain allows, you can pretty much screen concealed or dummy “killer stacks”, and make it cost more than one or two half-squads to find out what is under a concealed stack. A typical example of such a defensive line is shown in the diagram.

The MG LOS are blocked straight ahead, but can fire sideways to defend the adjacent concealed stack. To find out if the concealed stack is real or not the attacker has to survive the fire of the covering units. Of course this doesn’t work well in woods or similar terrain.

Ideally you should be in a position to fall back units which lose concealment and advance concealed units into their position. The unit that lost concealment can then grow a fresh concealment counter at the end of the CCP and is then ready to advance back into the front line the following turn. The result can be quite frustrating to the attacker since it makes fire very ineffective.

Late in the game, when your opponent
has probably lost track of how many Dummies are left, he will probably think that all of your units under concealment counters are real. This is an ideal chance to get him to waste resources on a Dummy (Prep Firing, etc).

**MIS-INFORMATION**

Generally Dummies are helpful for the defender, especially if the ATTACKER has enter from off-board, by helping to conceal the true nature of your deployment. Dummies are ideal for hiding or mis-directing your overall commitment of real force in the initial set-ups. You can set up strong on one side and mask that fact with a bunch of Dummies on the other side.

As a general rule it is not worth using all your dummy counters as pure dummy stacks. You probably have SW and SMC that you want to hide in the early stages of the scenario, so use the dummies to make more stacks that could contain them, but where nearly all of the stacks contain a real unit. This way, when he tries to enter your hex, he still reveals a real unit but he bounces back a hex and has to end that unit’s movement (thus cutting down on how much scouting he can do).

Another method of mis-information is to use of dummies is to get you stacks uniformly high. For example you can hide the squads/HMG/9-2/concealment counter stack by making other stack also 4 counters high by adding dummies. You might dispense with all dummy-stacks and cover the front with really impressive looking stacks.

The corollary of this is to make a big stack. A squad topped by a few dummies starts resembling a killer stack. This is particularly valuable when you only have a few concealment counters, by making your opponent guess about which of those 3+5 stacks has the 10-2 and the pair of MGs and which one is the HS with nothing.

In scenarios with OBA and no HIP observer, consider putting a couple of stacks of dummies where they can see almost the same hexes as the real one. This sometimes buys the real one a turn or two.

However you set up your dummy units, no defensive line should consist entirely of concealment counters or it is not a defensive line. Always mix some real units in with the dummies to act as skirmishers and provide a nasty shock to any unit which might become too cocky as it waltzes through a seemingly endless mass of dummies. This is particularly effective in the jungle and other excellent concealment terrain. A mass of concealed units, mostly dummies but with perhaps two or three real units (and perhaps a HIP unit) can really slow down the enemy as he approaches every concealed stack with caution. Without the real squads the attacker can waltz right through the terrain unopposed. The dummies provide alternate targets until the real units drop concealment counter and wax the stack moving in the open!

Against a seasoned opponent (one who actually looks to see how many concealment counters you are given for the scenario OB) dummies tend to be less effective. In this respect Dummies are much more effective in CG or scenarios where your opponent has little or no idea of the OB what he will be facing.

**HIDING A KILL STACK**

Imagine that as the defender you have a perfect site for a HIP killer stack. However, your opponent isn’t daft and if you leave the location empty it will be look very suspicious. Solution? Simply place a big dummy stack there. But be sure to move it a bit, as this stack will invariably draw fire, and if there is any result your HIP units will also be revealed. So try to move it at the first opportunity where moving seems to make sense - like skulking with position change, moving up in a staircase, dividing the dummy stack to form multiple stacks that form a FG, etc.

You probably cannot do this too often, but at least you can use it often enough to make your opponent more cautious in future.

**SNIPER BAIT**

Even when a stack is obviously a dummy stack, it can serve a useful purpose in drawing off snipers from important positions in a high SAN scenario, such as a night scenario. For this, you would want to put them in low TEM terrain, such as orchards.

As they say, no dummy can die a finer death than diverting the nastiness of a 1 or 2 on the SAN die roll!

**CONCEALMENT DENIAL**

In addition to acting as Sniper bait, stacks of obvious dummies can also be used to prevent enemy concealment gain. As per A12.11 concealment counter gain can be denied while in the LOS of an unbroken enemy ground unit, which includes Dummies. This can help deny concealment status to enemy units at the beginning of a scenario when both sides set up on board, and later in the game when concealed enemy units have revealed themselves.

**ACTING LIKE DUMMIES**

Be sure to treat your dummies like regular squads, skulking, laying about, advancing to scare AFVs, and so on. However, don’t do anything that a concealed real unit wouldn’t do. Psychological impact is one of the best things dummies can do once a scenario is in progress. As with DC, FT, or a last HIP unit, the threat is often better than any real action the unit could do.

The flip side of this advice is to treat your regular units like dummies. This means that sometimes you might have to decline a good shot with a real unit in order to make your dummies credible. If you always shoot at the first decent opportunity with real units, your opponent will eventually figure out that only the dummies hold their fire.

Is it a real unit, or do you have incredible fire discipline? Let your opponent find out the hard way.

**5/8” DUMMIES**

One thing to bear in mind when you have tanks in your OB as well as concealment counters is that you can exchange ½” dummies/concealment for 5/8” ones (this is clarified in the errata from the ASL Annual ’90).

By setting up your tanks out of LOS in concealment terrain (remember that no bog/falling-into-the-cellar check necessary if this is woods/building; A2.9), you can add a concealment counter and create additional “tank” positions with the dummy counters. By setting up in concealment terrain you also avoid having to lose concealment as soon as an enemy unit has a LOS.

Such units are also not easy to be revealed by entry. They are often quite far back, and there is nothing that is the equivalent of an “armoured HS” available for such a task.

This can also be used for Guns when they are not allowed to set up Emplaced (and thus set up HIP). For example, in the TOT scenario ‘Last Stand at Westen’, HIP is NA for the Guns. It can make the enemy much more cautious with his tanks if he is not sure whether that concealed stack is a Puppchen or real. Can he confirm that the unit is the fake one, or do you have incred-ible fire discipline? Let your opponent find out the hard way.

Such units are also not easy to be revealed by entry. They are often quite far back, and there is nothing that is the equivalent of an “armoured HS” available for such a task.

This can also be used for Guns when they are not allowed to set up Emplaced (and thus set up HIP). For example, in the TOT scenario ‘Last Stand at Westen’, HIP is NA for the Guns. It can make the enemy much more cautious with his tanks if he is not sure whether that concealed stack is a Puppchen (long range PSK) with TK# of 26 or just a pair of concealment counters.

A slight problem with setting up as 5/8” dummies is that if you want to setup in a way that you need to place a turret counter on top of the vehicle, your enemy will know it is a real tank, as there is no rule that allows you to fake this with a dummy stack.

Also note that you can place dummies/concealment on real units, but not under real
CONCEALMENT STRIPPING

Probably the most common use of Opportunity Fire is to assist in stripping enemy concealment.

When faced with a line of Concealed units you want to find out which ones are real and which ones are Dummies.

If you Prep Fire at each stack, you are halved for firing at a Concealed unit, and may well find yourself firing at Dummies, thus wasting an opportunity to fire at a real unit.

A much better way is to designate the firing unit as an Opportunity Firer. Then, in the MPh, move a half-squad into a Concealed stack. The enemy player has to reveal at least one real unit, so this tells you where the dummy stacks are. Then, in the AFPh, the Opportunity Firing unit is able to fire at any just-revealed real unit at full FP, as an Opportunity Firing unit is not halved for firing in the AFPh.

Even if the half-squad was unable to enter the hex containing the Concealed unit, the Opportunity Firing unit can still fire at the enemy at half FP for firing at a Concealed unit.

Instead of entering the enemy Location, you can try Searching, which might involve some casualties for your scouting Half-Squads. This is particularly useful if you don’t have the MPs to get into the actual Location.

The idea is you are forcing the opponent to lose Concealment by defensive firing against the half-squad or through successful searching. Depending on the situation, sometimes an opponent will reveal a unit or units to fire at the half-squad - which makes him vulnerable to the full firepower of your Opportunity FIRers in the AFPh. And if he doesn’t and you get into the hex the unit loses Concealment anyway.

For example, in ‘ASL 1 Fighting Concession’...

SKULKING

Skulking is a great defensive tactic.

Movement Phase - move out of LOS. Advance Phase - advance back into LOS.

This reduces or eliminates your opponent’s Defensive Fire, but leaves you in a position to hinder his movement. The only disadvantage is that you lose your Prep Fire opportunity.

So how do you combat it when you are attacking?

1) Take away his hiding spot. Use flanking, infiltration, upper level ‘overwatch’ so that he can’t move out of LOS.

2) Use your Prep Fire to free up opportunities for movement, not to go for kills.

3) Take your lumps - Human Wave, Banzai, or reasonable equivalent. Jump down his throat. After Advancing Fire and Close Combat, let his tattered remnants skulk. You will get them next turn. This requires a truly awesome numbers superiority. Another plus, it really reduces counter congestion!

4) Lastly - give him targets for his Prep Fire. Advance units into the open (NOT stacked). Assault Move too, if time is of the essence. Form large, spread out, fire groups, that slowly, but steadily, crawl closer and closer. Give him the choice of facing deadly Prep Fire, or trying to break up your fire groups and face hopefully less deadly Defensive Fire. Sometimes the sight of those Open Ground, no TEM shots is just too tempting, and your opponent will forget that he is skulking.

WHY 7 MORALE?

Finally, many people seem to wonder why concealment markers have a morale level printed on them.

The morale level is also used when units, as per a Q&A from the ASL Annual ‘93b. This means you cannot make fake a stack of infantry on foot under a real tank whether it is concealed or not.

OPPORTUNITY FIRE

Opportunity Fire was introduced in ASL and for some players making the switch from SL seem to find any circumstances in which it might be useful. After all, why wait until the AFPh to fire a unit that is not going to move, why not just fire it in the FPPh? There are several good reasons why you might want to wait though.

MEMORIES OF SHANLEY’S HILL

Doug Maston

I just ordered my second copy of All American: Shanley’s Hill today as the first one kind of got used as a gift.

There is a veteran of the 82nd Airborne living here in Greensboro, North Carolina. His name is Doug Dickerson, and he is now 77. He made every combat jump during WWII, and was a member of an elite hit squad. They jumped in ahead of the pathfinders to take out military targets of significant danger to the Allies superiority. Another plus, it really reduces deadly Defensive Fire. Sometimes the sight of those Open Ground, no TEM shots is just too tempting, and your opponent will forget that he is skulking.

At the end of our visit, I showed him the game and told him a little about ASL. He didn’t understand much about the game, but he instantly read the map sheet like it was a old friend. He said the bocage in Normandy was terrible, and that many a good life was lost just jumping into that country.

I showed him the picture of “Iron Mike” at La Fiere, and said the game was a gift for his museum. Now he has a picture of the memorial to hang on his wall.

If you ever get to Greensboro, NC, look me up and I’ll guide you to his museum. It’s a fascinating place. Not very fancy, but his stories are great. He was a close personal friend of Gen. James Gavin, both during and after the war. He made 530 jumps in his lifetime. May or may not be a record, but it sure impresses me!

And, Oh yes, he won the Bronze Star with V device, and has one Purple Heart. He really should have had two.

About two years ago he went to a hospital and the x-rayed his hip for an arthritis problem. The x-ray shows a bullet embedded in his hip. A sniper shot him and hit a hand grenade that was in his back pocket. The grenade went off, but he was not seriously hurt. Just a little bit of shrapnel in the hip. The doctors removed the shrapnel and sowed him up with the unsuspected bullet still inside of him. He’s had it there for 55 years now! Take care.

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THE TRENCHES
Withdrawal’, the Russians may well set up the majority of their squads up front under the scenario-given counters. This can leave the Finns very little room to run past them, generally forcing them to reduce part of this line on Turn 1. As noted above, the way they do this is to create a couple a big fire groups and mark them with Opportunity Fire. Then use sacrificial HS to attempt to cross the street and move into the opposing line to reveal dummies. Most Russians can’t resist shooting them up at point blank range with a -2 DRM for FFNAM and FFMO. And if they don’t fire, they will lose concealment when the HS enters their hex anyway.

OTHER USES

A similar use to the above is when you suspect a hidden unit (squad or Gun) somewhere in front of you (because you are near an empty VC building/location or exit for hex for example) and you will do some searching or running around to discover the enemy.

One, possibly sleazy, reason to Opportunity Fire is when you have squad ready to fire at an enemy stack and a (for example) 9-10 leader close by that you want to include in fire. Opportunity Fire is when you have squad ready to searching or running around to discover the empty VC building/location or exit of you (because you are near an (squad or Gun) somewhere in front of you). Oppor-

Opportunity Fire can also be used to remove CX from units. By Opportunity FIRing a CX unit; the CX will be removed in the MPF and the unit can then fire in the AFPh at full FP (and ROF) without the +1.

Finally, Opportunity Fire can be used to safely fire a backblast weapon from inside a ground-level building. Opportunity Fire avoids the +2 for Case C3 and the backblast penalty (C13.8).

THE DISADVANTAGES

Opportunity Fire has a big disadvantage: your Opportunity Firers have to weather any Defensive Fire attacks before they get to shoot. The realism behind this is what the military guys call “Over-watching Fire” - I’m not shooting yet, but I’m covering someone else who is moving. When the bad guy shoots up my moving unit, I blast him. If he shoots up the over-watching unit, the moving unit assaults him. This is the essence of the dilemma that fire and movement techniques offer to the enemy.

Units opting for it also tend to lose “?” they have. However if your kill stack is concealed, and can only see (and thus be seen) by concealed stacks, your opponent will have declare one of his stacks to be a non-Dummy (by momentarily revealing a real unit) to force you to lose concealment. This can be useful in campaign games where you do not necessarily know what the enemy forces are, and you find yourself facing an entire line of concealment in the early turns.

Also remember that only Infantry/Cavalry can be marked with an Opportunity Fire counter. A vehicle can’t, but a crew manning a Gun can.

DEBRIEFING

Continued from page 3

The German player does not have to buy an Attack Option for the initial scenario.

All American

Scenario AA1 “The Milling Crowd” American balance should be: “Add one MMG to one of the turn 1 reinforcement groups.”

Scenario AA12 “Westward Ho!” US entry and German exit should be from hex V25 (this change arises from the printed map includ-

This is the latest compilation of errata for Berlin: Red Vengeance, as of 10th March 1998 and was posted to the InterNet ASL Mailing List by Heat of Battle.

12.1 Add to the end of this rule: “...all multi-hex buildings containing a square Stairwell symbol contain a ground, 1st and 2nd levels (as well as a cellar/roof top locations [ENC: roofless buildings]).

13.2 Hex G18 is a Runway hex not G18.

CG14 Second sentence should read, “All non-brige River hexes are always considered No-Man’s Land (see RePh 8.6051).”

CG16 Are Mobit Prisoners treated as Green units or Conscript units for MF determination? A: MoPs are treated as being Conscript for MF determination.

CG19 Add to this rule the following: “Guns may not be removed from a pillon/or forfeit location.”

RePh 8.6031 Add the following: “All broken units are now ral-

RePh 8.6111 Change (“see BRV 16.2”) to read: (“see BRV 16.10) RePh 8.6204 Russian RG listed as “BRVs Rifle Pn” and “BRVs SMG Pn” should instead be “GDS Rifle Pn” and “GDS SMG Pn”.

RePh 8.621 May DC be purchased as “set” by spending FPPs to do so. A, No. A DC must be in a side’s OB in order to be set in this manner. The BWP table and its footnotes are designed to replace the KGP III table/footnotes altogether.

RePh 8.6422 If a bridge is partially destroyed can a vehicle which ended the previous CGS on one side of the bridge set up on the other side using only the partially destroyed bridge as its crossing point (assuming that the vehicle is setting up in friendly territory)? A, Yes, but immediately prior to setting up the vehicle the owning player must take a bridge Collapse DR as per 11.313. (make sure to inform the German player of this attempt so as to determine the current weight limit of the bridge).

RUSSIAN RG CHART RG ID O2 should be listed as “Btn Mut-
tar” under the “Group Type”.

RG FOOTNOTE “F” Footnote “F” is NA for both players.

Q Russian vehicle note “F” says that some Russian tanks “may” receive SM. Do such tanks receive them automatically or must a player roll for it or is it by SSR only? A, Yes. HOB’s understanding is that the vehicle carries them inherently and, therefore, the vehicle may/can use them as per the specific note (i.e. no SSR or optional armorment dr is needed).

Q May OB/ordnance SMOKE be placed on a bridge hex? A, Yes. HOB’s position that if smoke grenades can be placed on a bridge so may other forms of SMOKE.

Q What are the dark hexside depictions along the dark green hexsides near the Spree River (hedges or cliffs)? A, They are cliff depictions.

Q Is AA fire allowed from a roofless building location? A, No.

Q What happens to a set DC which ends a CGS but has not been fired/explosd? A, If the DC is in a controlled set up area it is retained by the side which controls that set up area; otherwise, it is treated as non-set DC and remains in its current location as any other unpossessed SW in an uncontrolled set up area.

Ω
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.

MAY

8TH VILLENEUVE D’ASQ TOURNAMENT
Where: 30 - 31 May.
Where: Villeneuve d’Asq, 10 miles from Lille, France. There are many cheap hotels like Formule 1 (137FF/Night) and Quick Palace (145FF/Night) close by.
Fee: 50FF (may be paid at Tournament start).
Format: 5 Swiss rounds with a choice of 3 scenario per round.
Notes: A free package containing tournament rules, copies of scenarios, a detailed map of access to the tournament location and hotels is available upon request.
Contact: For the free or more details contact François Boudreghen, 195 rue de la liberte, 59650 Villeneuve d’Asq. Telephone: (33) 03 20 47 49 88. People can also contact Tournament co-organiser, Jean-Luc Bas by fax at telephone at (33) 01 47 82 81 70, or Laurent Cumin by email at laurent.cumin@optimaimage.fr.

JUNE

SUMMER WARS ’98
Where: 5 - 7 June.
Where: The D-Day Museum, Portsmouth, England. Excellent local guest houses and hotels are available.
Fee: £5.00 booking fee.
Format: The main theme is a playing of the multi-player scenario ‘Gold Beach’ from the War Oboe Publications Monster Scenarios pack. Eight players aide are needed to re-fight this British D-Day landing. Some experience of seaborne assaults would help but you will have plenty of time to prepare and lots of support on the day. Other scenarios may be played during the weekend.
Notes: If players are knocked out of the beach scenario they are free to play other scenarios [players face each other on one to one basis on the beach side they will conclude ‘Gold Beach’ in pairs allowing them to play something else]. Any excess players will double up and rotate on the beach and/or play other scenarios.
Contact: Checks should be made payable to Kevin Meyer, 1090 Peggy Dr., Apt 47, Hummertown, PA 17068-8026. Tel (717) 566-7380.

GOLD BEACH
Where: 20 - 21 June (this does not clash with any English or Scotland World Cup games’ that it does clash with the 1998 World Cup in France).
Where: Holiday Inn Mechanicsburg, 6325 Carlisle Pike, Mechanicsburg, PA 17055. Special room rates (single or double) are available up to 25 May and are $53.00 plus tax. To get the special rate you are staying there for ASL Summer Wars ’98 when making reservations. Call (717) 790-0924 for reservations. No restaurant is located on site but there are plenty nearby within reasonable distance.
Notes: There are refrigerators in the rooms and a continental breakfast is available.
Transport: Tournament play will feature an unstructured format as used at the ever popular Oktoberfest and Winter Offensive. This allows participants to play at their own speed and play scenarios of their own choosing, just meet the minimum requirement maximum for the weekend. For those who can only attend on Saturday, a mini-tournament will be held.
Notes: Small money prizes available to winners, subject to increase based on attendance. The Summer Wars T-shirts are $8.00 each and available in M, L, XL, XXL.
Contact: Contact Checks should be made payable to Kevin Meyer, 1090 Peggy Dr., Apt 47, Hummertown, PA 17068-8026. Tel (717) 566-7380.

GUN DUEL ’98
Where: 26 - 28 June.
Where: The West Bestman Canterbury Inn & Convention Center, 701 4th Ave., Corvallis, OR 97330. Telephone (503) 789-6800. Single rooms are $55.95 per night and Double room is $62.95 per night. You must mention that you are with the “ASL Club of Iowa City” to get the room rate. There are plenty of places to eat and drink around the hotel.
Fee: Pre-Registration is $15.00 otherwise is $20.00 at the door.
Format: Four rounds featuring a choice of six scenarios each. Gaming will start Friday 26 June at 6:00 P.M., for those arriving early the room will open up at 12.00 noon. The Saturday session begins at 8:00 A.M. The final session will begin Sunday 8:00 A.M. All night gaming will be possible on Friday and Saturday nights.
Notes: The Iowa City ASL Club, Iowa City, IA presents its first tournament event. Awards will be given to first, second and third place. We have also arranged to have a number of prizes that will be awarded for “Highest ROF” and “Most CVP Amused”.
Contact: Send pre-registration to ASL Tournament, C/O Guy D. Faletti, 1220 Shformer Ave., Iowa City, IA 52240. Email Gay.falsetti@uiowa.edu.

AUGUST

FOURTH ANNUAL ASL WILD WEST FEST
Where: 21 - 23 August.
Where: Holiday Inn Denver Southeast, 3200 S. Parker Rd, Aurora, CO 80014-6200. Phone: (303) 695-1700, fax: (303) 745-6958. Rooms at the Holiday Inn cost $89 per night for a 2-bedroom room. When you contact the hotel, use the reservation code 2-WWW to access one of the block of rooms reserved for the WWW.
Fee: $15.00 pre-registration (before July 31), $20.00 at the door. Pre-registration checks should be made out to “Wild West Fest”.
Format: Open gaming, six rounds minimum. Also expect some mini-tournaments.
Notes: Contact: Tim Wilson 353 Cascade St, Lander, WY 82520-7255 phone: (307) 322-9266, email tim_wilson@neol.com or Tim Repetti phone: (303) 840-7593, email tupp@tdiac.com.

OCTOBER

OKTOBERFEST ASLOK 1998
Where: 7 - 11 October.
Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-423-4060. Room Rates are $79.00 for 1-4 occupants. Be sure to mention “ASL Oktoberfest” when reserving.
Fee: $15.00 before August 31, $20.00 thereafter.
Format: Same as always. Weekend Tournament plus numerous Mini-Tournaments.
Notes: To be announced.
Contact: Richard Battle, 443 Richmond Park West, B301D, Richmond Heights, OH 44143, or by telephone on (440) 471-1680. You can also email Rick Troha at aslok@wawsup.com, or visit the ASLOK Home Page at http://www.wawsup.com/aslok/.

INTENSIVE FIRE
Where: 30 October -1 November.
Where: To be announced.
Fee: Likely to be £5.00. Free for members of The Crusaders, the UK ASL association.
Format: A round three Fire Team tournament, plus open gaming for those who do not wish to take part.
Notes: Further details to be confirmed.
Contact: Neil Stevens, 4 Monkton Down Road, Blandford Bumpard, Blandford Forum, Dorset, DT11 8AE. Phone (01258) 459851 or email NeilStevens@compuserve.com.

NOVEMBER

GRENADIER ‘98
Where: 20 - 22 November.
Where: The “Jugendlandhaus” in Hergarten, near Zülching in the Eifel - the German part of the Ardennes, near the famous “Hüttenwald” (near the location for ‘CH76 Hürtgen Hell’). The beds in the Landhaus will be given to the first 40 players who check in. Additional capacities will be in the town, but must be paid for at full price.
Fee: DM 70.00 (about £28.00) for three nights accommodation, breakfast and entrance. A DM 20 (about £8.00) deposit is required.
Format: The tournament will be played in three rounds with victory points awarded for each game won. The opportunity to play campaigns or longer scenarios will be provided as well.
Notes: The tournament scenarios will vary in complexity to meet the skills of newbies and grognards alike. But be aware: The tourney is going to have ACHTUNG PAK as it’s motto and every scenario will feature at least one AT Gun. Critical Hit will sponsor the tournament with some prizes.
Contact: Christian Köppenrey, Hagebuttenweg 9, 41564 Kaarst, Germany or by email at 100556.3680@compuserve.com.

1999

JANUARY

WINTER OFFENSIVE ’99
Where: 15 - 17 January.
Where: The Comfort Inn, Laurel, Maryland.
Fee: To be announced.
Format: Unstructured format, mutually agreeable scenarios, minimum of five scenarios needed to qualify. All games AREA rated.
Notes: Sponsored by Multi-Man Publishing, Winter Offensive supports all levels of play, from beginner to expert.
Contact: Brian Youse 309 Chase Hill Court, Severn, MD 21144, tel 410-519-1882 or by email at byscale@erols.com.

FEBRUARY

WEST COAST MELEE II
Where: 5 - 7 February.
Where: The Radisson Hotel, Westside, Los Angeles. The hotel is within 15 minutes of Los Angeles International Airport and it offers free courtesy service to and from the LAX every fifteen minutes. Accommodations at the hotel are $89.00 single/double and $99.00 triple/quad.
Fee: To be announced.
Format: The tournament follows the same format as Avaloncon and the ASL. A player to reject any one scenario in each round. The WCW scoring system will be used.
Notes: All the scenarios are published and selected from Avalon Hill and independent designers like TOT, CH, Paddington Bears, Schwerpunkt, WCW and others. The scenarios in each round will vary in complexity to meet the skill level of newbies and grognards alike.
Contact: Kent Smoak, 4241 Don Arelantes Dr, Los Angeles, CA 90008. Telephone (213) 296-3830 (home) or (310) 835-6600 x 6636 (work) or email at kensmok@earthlink.net.