

VIEW FROM THE TRENCHES

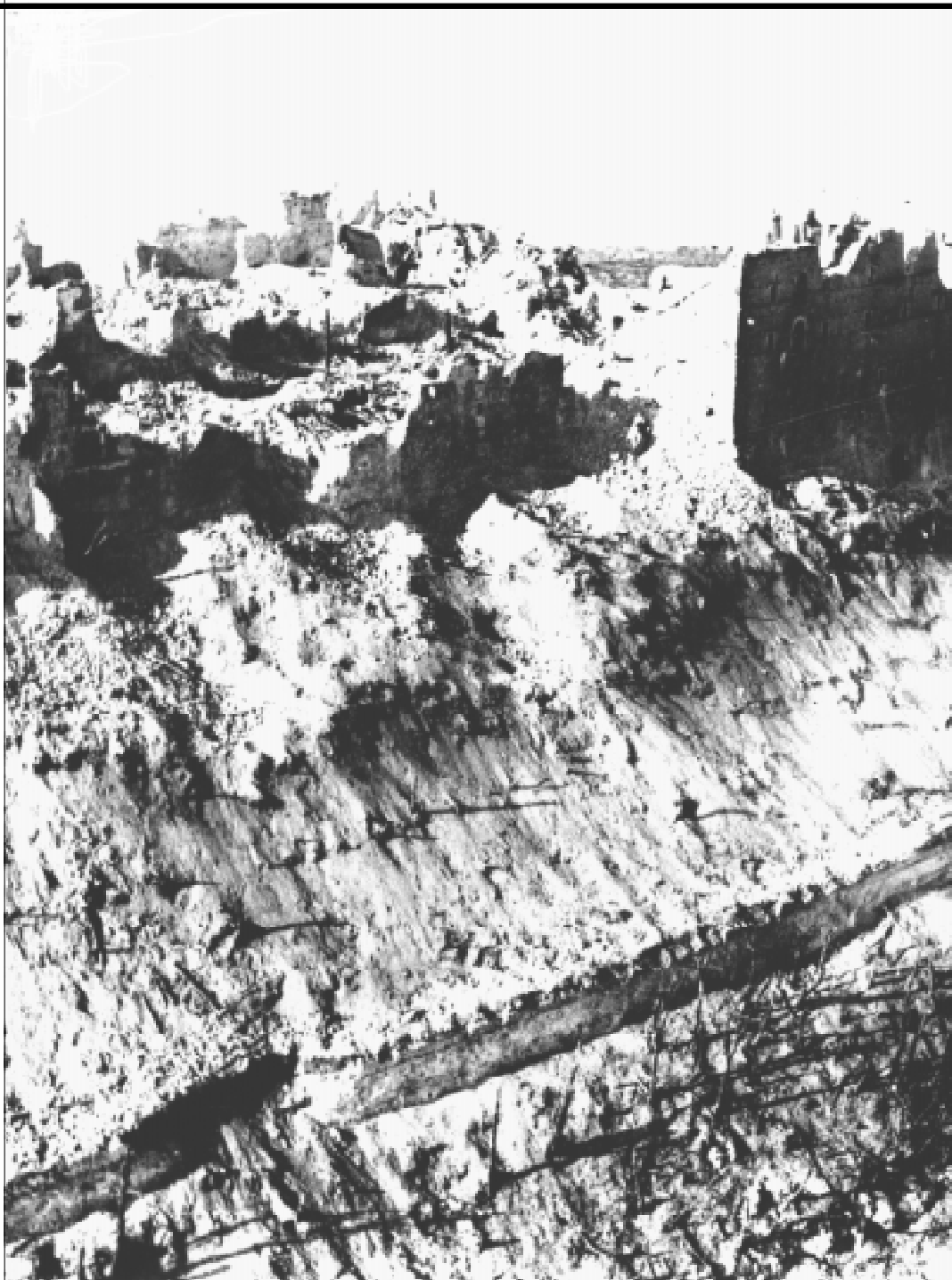
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PREP FIRE

Hello and welcome the latest issue of *View From The Trenches*.

The issue focuses on variants, house rules, special rules, in fact an assortment of changes designed to improve the realism of *ASL*. As is often the case, different wargamers have different views of what constitutes realism in a wargame, and how rules changes to increase realism can affect play-ability, and I hope the articles herein with spark off a (not too heated) debate on how to make *ASL* a better game.

After a long absence, you'll find a pair of new scenarios in this issue. In the light of AH's request for people not to use their layout I have re-designed the scenario card layout (like many others have) and welcome comments on it. I would like to use these pages as an opportunity to fine tune the new design so that when *Brit Pack* is released (hopefully later this year) it will have a settled layout. I'd also like to know your opinions on the counter art, which is taken from *VASL (Virtual ASL)*, the computer program which allows online *ASL*ers to play over the Internet.

Until next time, roll low and prosper.

Pete Phillipps

Double 1. My last, best hope for victory.

EMOTICONS

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
:-(sad
:o shocked or surprised
#-(hung-over

COVER: Cassino Abbey in the aftermath of the Allied bombing raid and artillery strikes against it on 15th March 1944.

VIEW FROM THE TRENCHES is the bi-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 21 will be out in September.

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INCOMING

DOOMED BATTALIONS MARCHING TO BATTLE

To quote MMP's Brian Youse, *Doomed Battalions*, the Allied minors vehicle/ordnance module, is "Sorta not far off". It will include three boards (including the revised board 9), overlays, three counter sheets, scenarios, Chapter H notes, Chapter A errata pages and an addition to Chapter B. The expected US price is \$45.00.

The late inclusion of the revised board 9 was due to plans to include a scenario using it. These have fallen by the wayside and the scenario will now probably end up in the annual.

The new annual will be available soon after the release of *Doomed Battalions*. In addition to the usual articles and dozen or so scenarios, it will feature a *RB SASL* system and a new *RB CG*.

A second *Action Pack* is also due towards the end of the year, with two new boards, eight scenarios, and more overlays.

Finally, Brian Youse recently noted online that AH have agreed to produce an "Errata Pack", so players can call AH and order all errata for a small fee (although this has yet to be determined). There is also some thought of making the pages available on AH's website for free downloading.

CRITICAL HIT AIMS FOR MULTIPLE HITS

With the legal situation with AH resolved, CH have turned their attentions back to producing new *ASL* products, and have plenty of new products lined up for release in the coming months.

Available any time now, for \$11.95, is the *All American! Gamer's Guide*. It will contain never-before-published photos, new interviews with veterans, tips, maps, and other articles.

Normandy - Pointe du Hoc is a boxed special edition covering the 2nd Ranger Battalion's D-Day assault on the German artillery position. For \$34.95 you get a historical map, special rules, four scenarios, a *Platoon Leader* campaign game, and mounted counters representing BAR gunners, British Naval assets and new types of

bunkers. The *Pointe du Hoc Gamer's Guide* will also be released at the same time, priced \$11.95, and include never before published photos, interviews with veterans, and play tips.

The first historical desert map is appears in *First Alamein #1 - Ruweisat Ridge*, which pits Rommel's German and Italian soldiers against New Zealanders holding Point 63 and the surrounding terrain. In addition to the map, special rules and game pieces for the additional Italian and German tanks needed are included.

Expected at the same time is *Operation Compass/Wavell's 30,000*, a special edition magazine containing 22 chronological scenarios covering the early desert war from the invasion of Egypt to Beda Fomm and Operation Compass. Bundled with the magazine is a historical map of Beda Fomm, complete with "the Pimple", three macro-scenarios and designer's notes.

Both are due for release soon, although no price has been announced yet.

Named after the book by Peter Brune, *Those Ragged Bloody Heroes* is set in the impenetrable jungle of New Guinea where the Australian 7th Division battled the starved but tenacious Japanese defenders of the 41st Infantry Regiment dug into the Gona Mission. Designed by Australians Paul Haseler and Mark McGilchrist, it includes maps, special rules, play aids, *Platoon Leader* campaigns, and 4 scenarios and should sell for \$26.95.

Available for \$39.95, *Genesis '48* is a Limited Anniversary Edition module depicting the fighting during the 1948 Israeli War of Independence. The module includes special rules, charts and tables and two sheets of mounted counters representing Palmach, Haganah, Irgun, Sternist, Arab-Irregulars. 17 scenarios are included, 3 of which take place on the historical map depicting all of the ancient walled city of old Jerusalem. A *Platoon Leader* campaign using the map is also included.

Stonne Heights is the long awaited module from Belgian designer Pedro Ramis. It contains 6 scenarios, special rules, and a *Platoon Leader* campaign game and should be available in August. No price has been set yet.

Planned for release in September is *Operation Diadem*, which covers the actions of the Polish 2nd Corps against the German 1st Parachute and 5th Mountain Divisions for Monte Cassino. It contains 4 scenarios, a historical map, special rules, new terrain

features such as Hillside Scrub and Broken Ground to depict the rough terrain, and a *Platoon Leader* campaign game. The map will also be used in a later *Platoon Leader* campaign game featuring Gurka troops.

Leatherneck II: The Return of the USMC contains eight scenarios featuring the US Marines in WWII and a Korean War action, while *Rout Pak III: Unusual Orders of Battle* contains eight new scenarios involving troops such as Zionists during the Warsaw Uprising, Luftwaffe ground troops, Finnish Jaegers, Marine Raiders, and the Spanish Blue division. Both packs will cost \$10.00. *European ASL Special* contains 10 never-before published scenarios and a new 60 page edition of unpublished *ASL News* material for \$12.95.

Kaminski Brigade is a \$15.95 soft-cover "Osprey" style volume shrink wrapped booklet containing historical information on the infamous Russian SS unit known as the Kaminski Brigade. It includes rare photos from the archives in Lubjuna and Slovenia, and several scenarios depicting partisan actions involving the brigade.

CH also have a range of t-shirts and mouse pads available. The t-shirts come in size XL and feature the cover from *Shanley's Hill*, *Dzerzhinsky Tractor Works*, or *Pointe du Hoc* and cost \$19.95 each. The mouse pads cost \$11.95 each and have a full colour miniature version of the map from either *Timmes' Orchard*, *Shanley's Hill*, *Dzerzhinsky Tractor Works*, or *Pointe du Hoc*.

FOURTH BUNKER DUE

Dispatches From The Bunker 4 should be available now. '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 features.

Subscriptions are \$13.00 (\$15.00 for non-USA, payable by Postal Money Order/Currency) and should be sent to Vic Provost, *Dispatches from the Bunker*, 1454 Northampton St. Holyoke, MA 01040. The free preview issue # 1 is still available upon

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THE PLAYER STRIKES BACK

(A critical look of ASL)

Vincent Kamer

Put it in writing, Philippe Leonard would cry out every time Serge Bettencourt or myself would criticise some part of ASL. So after long moments of hesitation I have finally taken up his challenge.

Before starting in earnest let me put things into perspective: ASL is the best small unit WWII wargame around. I and many of my friends have been playing it for years and continue to do so, which is more than can be said for many other games I have played or attempted to play.

On the other hand (A)SL is, as far as I know, also practically the only squad-level WWII wargame. Therefore there has been little competitive pressure to question the basic design, which in my opinion does have some flaws.

I have split these flaws into two types, first a couple of general criticisms, and secondly a more detailed criticism of the armour combat rules, which in my view is the part of the game which needs overhauling most. In every case I have tried to be constructive (I hate destructive criticism), in the sense of suggesting solutions to the flaws which I have discovered.

I. GENERAL CRITICISM

I have three basic criticisms of the overall game. These are:

1. The omniscience of players
2. The too tight control of units, and
3. The short termism of players.

1. OMNISCIENCE

In ASL players have an inordinate amount of knowledge of their opponent's forces and deployment. Most commanders in the field had in many cases not more than a sketchy image of the forces facing them and in some cases did not even know everything about their own side. I think it is a critical issue to limit the knowledge of players, as the level of knowledge will greatly determine the strategy and tactics chosen. Several options can be considered:

a) Double blind play.

This is the ultimate. Unfortunately you need two sets of maps, counters, etc... and most of all one good referee.

b) Hidden/variable OB's

Possibilities include asking a friend to pick a scenario for your next game and communicate only the details of 'your' side to you (plus some general information on the opposition) or using different possible groups in the OB which need to be selected before play by a secret dr.

c) Variable entry turn for reinforcements

Instead of the entry turn being predetermined I would suggest using a dr as for air-support (E7.2), modifying by $\pm X$ if you want the reinforcements to arrive early/late in the game. This will leave both friend and foe guessing until the last moment.

d) Cloaking display

I personally despise dummies (especially since my dummy-stacks seem to have the irritating tendency to fall over a lot). Among friends we already only use the cloaking display, which is more elegant, more efficient and more fun to use. I would strongly recommend using it at all times.

e) Malfunction DR's

One of the more obvious results is that ASL squads can sense at a great distance when the opponent's machinery decides to break down and use this knowledge to its advantage (e.g. charging a HMG nest, whose MG happened to break down). By rolling for repair during the PFPh (moving) or DFPh (non-moving player when attempting to fire, and counting repair as use of a SW/Gun), the players will not know the status of a SW/Gun until it is effectively going to be used (or not used) and will need to take a calculated risk instead of a certain bet.

f) Inspection of stacks

Finally omniscience in its form of checking the contents of an opponent's non-concealed/HIP stacks allows players a wealth of knowledge, especially in such sensitive issues as the distribution of SW's and leaders. To limit this knowledge I would propose two measures: firstly SW's possessed by units should be stacked under instead of on top of the unit and secondly the use of the right of inspection should be limited only to challenge actions by units, i.e. when they fire (e.g. to add up the total FP), move (e.g. if >4 MP, show a leader); no right of inspection would exist outside that (in the same way as no right of inspection exists currently after set-up).

2) CONTROL

Apart from having an inordinate amount of knowledge ASL players also have an inordinate amount of control over their units. Granted, the night rules and PF/ATMM/MOL-availability dr have improved this, but not enough to my taste. One of the greatest irritants are the way players may conjure up 'Himmelfahrts-commandos' for suicidal actions at will. Prime examples are the half-squads which just run around in the open to get shot at to reveal the enemy's defences, fix CA's, deplete ROF's, force First Fire and other such niceties. I wonder how you would react if you had been selected for such target practice! I think that the rules should introduce a PHATC (Pre Hazardous Action Task Check) which would

be required for any MMC (EXC: Fanatic/Berserk) the instant it is attempting its first action in a given turn which could subject it to valid normal-range incoming fire modified by a -2 DRM (excluding leadership DRM's and possibly dash moves). I know this will slow play somewhat, it will also make it much more realistic.

3) SHORT-TERMISM

ASL players are by necessity short-termists. This necessity arises out of the fact that the scenarios (which they obviously want to win) are only tiny fragments of actual actions/battles/time-scale and therefore do not always reflect the overall objectives/strategy. How many times have I not seen a mad rush for that 'victory-condition' building in the last turn of a scenario. Several attempts can be made to curb this behaviour:

a) Battle Field Integrity (A16.)

This is OK as far as it goes, but to keep it up you spend quite some time counting and calculating, which destroys the flow of play. It has therefore, wisely, been kept optional.

b) Campaigns

With the introduction of *Red Barricades* we now have campaigns. These inject a more long term view, because they represent a much greater slice of the action - they therefore also take up a lot more time. This is great if you have that time - but if you do not... A possible compromise would be a linked scenario where (part of) the forces left at the end of one scenario can influence the next scenario.

c) Victory Conditions

I think the key to a less short term view of the players lies in the good definition of scenario victory conditions. First of all one can introduce draws to make them less of an all or nothing affair. Secondly one can introduce casualty conditions which can punish those players who waste manpower inefficiently. This is a measure which is easy to apply and makes play more challenging and fun for all.

II. CRITICISM OF THE ARMOUR SYSTEM

There is a saying among wargamers that small unit wargames can generally be characterised in 2 ways, either they are armour games with infantry added on or they are infantry games with armour added on. I am afraid that ASL is one of the latter.

The litmus test by which this is judged is the way the game 'feels' and simulates tactics used in reality. I am sorry to say that the ASL armour game does not 'feel' right in its movement and combat system. Let me try and explain why.

1) MOVEMENT TACTICS

In the current tactics of movement one again encounters the 'half-squad gambit syndrome'. For example take a situation of one tank facing three opponents at a distance of, say, ten hexes. The first opponent moves to the right, the tank fires and loses its ROF. The second opponent moves to the left, the tank fires again with Intensive Fire and receives a No Fire counter. The third opponent now moves straight in on the tank, drives three circles around it, positions itself with all ease in the rear facing, stops, and blows the tank away. Had the movement been simultaneous the tank would obviously have concentrated its fire on the third tank.

How to handle this (non)-simultaneous movement is one of the critical points in wargame design. I am suggesting that if the old SL system of 'shoot with hindsight' was too pro-defender, the ASL system is too pro-attacker and both do not feel right. It is obvious that the ideal simulation of totally simultaneous movement is a non-starter (too complicated, too hard on play-ability, plus in the case of ASL you would practically need to create a totally new game (Advanced ASL?)), but there is room for improvement in the current ASL format. The best ideas I had were:

a) FPF Equivalent

If a tank had a FPF equivalent it would never be totally unprotected and would therefore always be treated with a certain amount of respect. A possibility would be to grant an unlimited number of Intensive Fire possibilities, but with a steadily increasing chance of a breakdown (e.g. 2nd IF B#8/X#10, 3rd IF B#7/X#9, 4th IF B#6/X#9...) and the restriction that any IF shot would not be able to be directed against a target further away than that of the previous IF shot. For those AFV normally without IF, the 1st IF attempt would already suffer these restrictions as if the normal fire had been an IF attempt.

b) Order of Movement

A second idea would be to let the opponent indicate the order in which vehicles may be moved (within certain restrictions). This would result in the most dangerous (and watched) AFVs being moved first without a lot of 'gambits' to distract the defender's attention.

2) DELIBERATE IMMOBILISATION

When faced with too powerful opponents small guns basically had no option but to go for the big guy's weak spots. One of the obvious spots to hit if you wanted to stop these monsters were the tracks (as the vehicle note of the KV-1 M39 clearly admits). In ASL this is practically impossible. Again let's look at an example:

A startled tank commander Schmidt of a

Pz III F meets a KV-1 M39 at 6 hexes. His manual tells him: outflank and shoot the tracks. He turns to his abacus to calculate probabilities:

(i) shoot to kill. Basic TH 10 -2 (fire in AFPh) +1 (size) = 9 with lower dr *2, i.e. effectively 6/7; or APCR at 4, i.e. effectively 2/3. To Kill 37L = 9 (10 if APCR) -8 (AF KV) = 1 (2 if APCR). Conclusion shoot APCR first - if available pray for double 1s, if not available pray for double 1s anyway because you will need that CH.

(ii) shoot to immobilise. Basic TH 10 -2 (fire in AFPh) +1 (size) -5 (Deliberate Immobilisation) = 4 with lower dr *2, i.e. effectively 2/3, plus hull hit i.e. you need double 1s or white 1 and red 2.

Conclusion: Schmidt throws the manual out the back hatch and starts praying for double 1s for APCR TK or CH.

As you can see the penalty for Deliberate Immobilisation is too harsh and therefore this, in reality, regularly used option is nearly always discarded. To remedy this I suggest reducing this modifier to +3 if fired through the front or rear VCA, +2 if fired through the side VCA. Option (ii) of our example would now become a TH DR of 7 (lower dr *2 plus hull hit); tough but not impossible, a real choice.

Furthermore, I would advocate the introduction of a random immobilisation on the TH DR. If one compares the surface of the tracks to the total surface of an AFV it is not uncommon to see that it is equal to or greater than the surface taken up by the turret. I would therefore like to see that upon a hull hit a further dr of 1 would result in an immobilisation. The immobilisation on a TK DR would remain, representing a hit in the engine, driver injury...

3) MOVEMENT MODIFIER

Whereas ASL pains itself to go into great detail in practically everything (e.g. chassis difference for ESB purposes), I find it over-simplifies its movement DRM for AFV combat: +2, whether this is for example a jeep trundling down the road at 10 km/h straight at you or the same jeep barrelling laterally through your field of fire at 80 km/h. This especially puts fast low-armoured recon forces at a disadvantage who count on their speed and manoeuvrability to (dis)engage the opposition.

The solution I see is twofold: first introduce the notion of perpendicular movement, and secondly introduce an element of speed into the movement DRM.

a) Perpendicular Movement

It is obvious that a target advancing towards you is easier to hit than a target moving perpendicularly. By simply adding a +1 modifier for hitting a target whose front/rear VCA was not in the firer's TCA while expending its last MP

(EXC: Start/Stop/change CA MP), this perpendicular movement can be taken into account.

b) Speed

As the earlier example of the jeep demonstrated, the speed at which a target moves influences the chances of hitting it. Speed is a function of the total amount of MPs a vehicle has (i.e. maximum speed) and the actual amount the target expends in a hex. I would propose therefore to create a new speed table expressing the cumulative actual MPs expended in a particular hex as a ratio of the top speed and allocate a TH DRM in function of this ratio as per the following table:

DRM	+4	+3	+2	+1	+0
Ratio	1-4%	5-9%	10-24%	25-50%	51-100%

Now look at our example again:

Jeep is going down the road moving only 1 hex at 6 hexes straight at a Gun. TH: 10 - 2 (size) -0 (as it is assumed to have expended 36 of its 37MP in the hex, 97%) = 8.

Jeep moving perpendicular at full throttle at the same distance. TH: 10 -2 (size) -1 perpendicular movement) -4 (as it expends 1/2 MP (road movement) of its 37 MP in each hex, 1%) = 3. Sounds more realistic to me.

4) SIZE MODIFIER

A further possible improvement is to put greater detail into the size modifier used for vehicles. Currently a general size DRM of -2 to +2 is used. This already reflects the general bulk of the vehicle. Consider however such vehicles as the Achtrud (PSW 231), i.e. narrow but long. To do justice to these kinds of vehicles it would be useful to introduce different size DRMs for front/rear CA and side CA facings.

5) CA CHANGES

The final comment I want to make is one concerning the rules for CA changes during combat. This criticism relates especially to the ease with which AT Guns are allowed to change CA and still fire (although admittedly there is a CA change penalty).

AT Guns were usually emplaced in carefully chosen positions according to fields of fire and protection available. This meant that once targets turned the positions of AT Guns the latter were frequently unable to respond and therefore had to be abandoned. This is particularly obvious when they set up in buildings, where in many cases the gun had to be carefully installed at an appropriate opening in a wall. In these cases in reality there would sometimes be no opportunity whatsoever to shift fields of fire.

To reflect this I would argue that ordnance set up in buildings, rubble or woods should not

Continued on page 11, column 3

MAX. MP EXPENDABLE FOR DRM AVAILABILITY																																								
MP OF MOVING UNIT																																								
DRM	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	DRM				
+4	•	•	½	½	½	½	½	½	½	½	½	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	+4	
+3	½	½	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	+3	
+2	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	+2	
+1	2	2	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	+1	
+0	3	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	0

THE BLACK BOOK OF SLEAZE

Jack Jones

Hey **rookies**, here is the info the grognards **don't** want you to know!
Revealed at last! Shocking footage too **explicit** for TV!

In an attempt to document the dark side of *ASL* I have compiled a list of all tactics known to me that some consider sleazy. I have also included my personal opinion of each tainted tactic. This list is of course for academic study only. The author will not be held responsible for criminal misuse of this information (*and nor will the publisher :-)* - *Pete*).

VBM FREEZE SLEAZE

The act of using VBM with an AFV to prevent the enemy units in that hex from firing out. Possibly the most controversial of all tactics, verbal wars rage over it with both sides citing historical evidence to support their bias. Would a WWII tanker drive his vehicle that close to enemy infantry? I know not, care not. It's legal and it's fun.

SKULKING

The act of moving out of enemy LOS during the MPh then advancing back in during the APh. Another hotly debated tactic. If I had the time and inclination I could spew a long dissertation on why I do not think skulking is unrealistic, but the point is moot. This tactic has become such a part of *ASL* that if you don't skulk you will be taken to the woodshed regularly. Do it or lose, it's certainly my lifestyle of choice.

DISAPPEARING TANKS

The act of using platoon movement even with radio equipped AFVs in order to start, turn and possibly even exit LOS before the enemy can declare first fire. The platoon movement rules are a bit loose, but I think the rulebook supports this tactic. It gives me another option, and options are what make *ASL* the greatest game ever invented. I can see why it would vex the realism crowd though, and I would'nt balk if the rule were changed.

THE TROJAN HORSE

The act of abandoning perfectly good

AFVs in order to use the crews to Control victory hexes and such. I generally do not do this, as it can ruin the balance of some scenarios.

PLAYING WITH MATCHES

The act of setting fire to victory hexes or other key areas. The infamous sleaze that forced new scenarios to carry the "kindling is NA" warning label. I will not torch victory hexes that would make the scenario unwinnable to my opponent, but anything else and I'm like Beavis with a lighter.

SELF INFLICTED WOUNDS

The act of deliberately intensive firing your MA all the time trying to disable it and invoke recall, used to rid yourself of crappy tanks in VP scenarios before your enemy can destroy them for points. Particularly sleazy buggers could even argue that it's legal to scuttle the MA's as per A9.73 and be recalled straightaway. For the sake of balance I eschew this.

BERSERK TRUCKS

The various ways of using unarmed trucks or empty carriers to annoy your opponent after they have unloaded their passengers/guns, or trying to get them destroyed for wreck TEM/hindrance. If a vehicle is empty and unarmed I generally try not to be too cavalier with it, but if a vehicle is armed I consider it a combat unit and use it any damn way I please.

CAR BOMBS

The act of moving an ammo vehicle near an enemy unit and then lighting it up with friendly fire. BOOOM! I dunno about this one, it seems sleazy but it's just SO COOL! I would'nt think twice about doing it as the Japs. You gotta use OBA or the Area Target Type to kill your own units, by the way.

PASSIVE RESISTANCE

Failure to remind/inform an opponent when he goofs up or forgets a rule that would be to his advantage. The only point of having rules is to make the game interesting so I would enforce the official stuff like DRMs and FP calculations, but if a sloppy commander miscounts his MPs or forgets to avail himself of an option such as rallying or concealing then that's his problem (unless it's a rookie just learning the game, then being the benevolent soul that I am I'd remind him).

DISHONEST MISTAKE

The act of deliberately and slyly breaking the rules, figuring some of it will get past your opponent. This of course is cheating, but since it can be done without risk of forfeiture I include it as sleaze. I mean, if you are caught with loaded dice at a tournament you'd be expelled, but if you use too many MPs you can just do the ol' "oops, musta miscounted" if your opponent catches it. I don't think the game is much fun if the players have to constantly police each other's every move, so this is right out as far as I'm concerned. This sleaze and the one to follow are the only ones that would actually cause me to avoid a certain player (unless of course *ASL* were played for big money like "Magic The Gathering", in which case I would cheat, cheat, and then smile at you while cheating some more).

GUERRILLA WARFARE

The practise of using loud music, annoying throaty noises, tapping a pencil, nudie posters, porno playing in the game room, too much free beer, profane gloating & insults, personal odour, amorous leg humping dog, or physically assaulting your opponent to throw him off his game. I of course am the very model of personal decorum, but it could make an effective balance provision for turkey scenarios. Something like "you may kick your opponent's groin as hard as you can prior to start of play". Let's see you beat the Dutch in "Piercing The Peel" after that! Ha!

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THE SPICE OF LIFE

Jim McLeod

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Variety they say is the spice of life. I like to think this applies to *ASL* in terms of rules, variant rules that is. TAHGC makes the claim that *ASL* is the most realistic infantry tactical wargame simulation around and hey, they are absolutely correct.

The key word here is simulation. As you all know, there is no perfect war game in terms of realism out there. *ASL* does a fantastic job but abstraction and simplicity take a hand many times for the sake of play-ability. It is a fine balance that one must achieve to make a game of this nature a success.

In an effort to introduce more realism to *ASL*, I have put together a collection of variant rules. Some players detest variant rules and efforts to make *ASL* more realistic if it contravenes the *ASLRB*. That is fine with me. I am with the other camp that would like more realism in the *ASL* scenarios/CGs I play. But, play-ability is the thing. If an SSR/variant rule is cumbersome or does not add much to the game for the effort needed to use that rule, then I too will be inclined to pass it up.

I will now briefly go over the variant rules included in this issue to provide a little rationale for their presence.

VR 1. DAWN/DUSK LOW VISIBILITY

In researching scenarios, I found that many attacks take place in the early hours of the morning. The reasons for this are obvious. Cover for your troops as they approach the enemy, better control of the troops than at night, perhaps catching the other guy off-guard, etc.

In existing *ASL* scenarios, the change from Night to Dawn to Day is very abrupt. In Dawn scenarios there is generally a + LV Hindrance which kicks in at different ranges depending on the scenario. To me, that does not simulate well the transition from darkness to the gradual approach of daylight.

I have used a system very similar to the Mist chart in *KGP*. The LV DRM is meant to not only show how the half-light makes it

harder to see any distance but to also represent how things look so different at that time of day. In *ASL* terms, the number of game turns that the different stages of dawn would represent depends on the locale of the scenario and time of year.

With this Dawn/Dusk LV variant rule, shades of grey can be added to the relative black and white mechanism now in place.

VR 2. FLAME THROWERS AND DEMO CHARGES

The use of these weapons is covered very generally in *ASL*. Elite troops are assumed to know all there is to know about these weapons. Personally, I don't care how plucky Private Bloggins is feeling this morning. If he is getting ready to unload an FT on someone and ol' Bloggins hasn't even seen an FT before, well ... I wouldn't be within two hexes of the good Private!

FTs and DCs require specialised training in order for those weapons to be used effectively. This rule section will simulate that.

VR 3. VEHICULAR CREW/FO RECALL

Simply put, almost all armies had a standing order stating that the crews of their AFVs must leave the battle zone if their vehicle were destroyed or became unusable. Such a crew did **NOT** spearhead the attack although I am sure that this did occur in some cases during actual battles. In *ASL*, the classic slime ball tactic of Abandoning your AFV in order for the crew to run around and pick up the Victory Buildings you need to win is a little hard to believe. In reality, I would tend to think that a tanker would be quite hesitant to leave his vehicle with all the MG fire outside.

The same goes for Artillery observers. Those dudes were gunners. If their radio/field phone checks out (ie: boxcars baby!) so do they! Like their friends in the tanks, FOs are highly trained individuals. They rate a little higher on the food chain than do the grunts (no offence grunts).

VR 4. MACHINE GUN CREWS

HMGs/MMGs in all armies were in

MG companies, platoons or sections. As such, there were soldiers whose job was specifically to keep those guns going and going and going ... you get my drift. It takes special training to keep such weapons firing over a prolonged period and firing effectively. The average trooper could certainly fire the H/MMG but not so in the sustained fire mode. His speciality is assaulting or defending in the role of an infantryman. Something the MG gunners probably could not do very well.

The Malfunction/Stoppage rule is meant to soften the effect when the one HMG in your OB pops a 12 when declaring a Fire Lane. Too often it seems you hear guys say that, "well, in that scenario, if the HMG craps out you're done". Kinda' sucks eh. Also, in the play-testing of Ortona we are using MG crews. They work great. You will also find that you use your squads in a more realistic manner. Moving in order to attack the other guy instead of making those three squad "Death Star" MG stacks in an effort to rub out the other guy with fire power alone. Wow, hoping to roll a three, what a fun game (extreme sarcasm by the way).

VR 5. GUN MALFUNCTION

I blatantly stole the premise for this rule from Meryl Rutz. He uses a similar rule in some of the WCW scenarios he has designed. The idea here is akin to the MG Malfunction/Stoppage rule, to soften the effect of an otherwise fatal situation. While running out of AP often does not bode well, at least you might have an APCR round or two laying about.

VR 6. SUPPORT WEAPON TEAMS

The same rationale applies to SWTs that apply to MG crews, specialists. I have included a provision to combine SWTs to a HS and then deploy them back to their component parts if need be. Some of the dread record keeping is required but when compared to recording your Cave Complex, well ... maybe it is not so much work after all.

VR 7. FORWARD OBSERVERS

Artillery batteries sent a forward Observer, along with his radioman and some-

one for local security, to direct artillery attacks. *ASL* takes a very cavalier approach to who is calling in the “Big Stuff”. Any leader will do. This of course is for the sake of simplicity but to take it this step further is not a huge stretch. Besides, shouldn’t infantry leaders be leading the men ;)

IMPLEMENTATION

If you are so inclined to use these variant rules in an existing scenario please do the following to implement them:

VR 1. - Per scenario SSR. Use the information given on the scenario card to get an idea of the time of day in terms of degree of dawn. Lacking that use the following chart:

dr	Result
1	Pre-Dawn/Twilight
2-3	Early Dawn/Dusk
4-6	Dawn/ Early Dusk

VR 2. -Check to see if an SSR designates certain MMC to be Assault Engineers/Pioneers. Check OB as to the historical designation of elements of your OB. If part of the OB is called “23rd Assault Engineer Bn” and there are three 8-3-8s in your OB do the math.

VR 3. - Just needs to be implemented.

VR 4. - For each H/MMG in your OB replace a HS of your best non-Assault Engineer/Pioneer MMC with the appropriate 2-2-8/2-2-7 MMC. The Malfunctioned/Stoppage rule just needs to be implemented.

VR 5. -Just needs to be implemented.

VR 6. - For every multiple of 2 SWs that would require a SWT, remove a HS of your best non-Assault Engineer/Pioneer MMC with the appropriate 1-2-7/1-2-6 MMC. If

there is only one SW that requires a SWT then you add the necessary SWT to your OB free of charge.

VR 7. - Add a 2-2-8/2-2-7 MMC as the designated FO MMC (make a note of unit ID on a side record). Whether it has a Radio or Field phone will depend on what the OB states.

CONCLUSION

So there it is. In *ASL*, the above variant rules are considered “realism chrome”. Again, some like it, some hate it.

If any of you use these variant rules I would like to hear your comments. I can be contacted at 978 Strathcona Street, Winnipeg, Manitoba, Canada, R3G 3G5.

Ω

1. DAWN/DUSK LOW VISIBILITY

1.1 DAWN/DUSK LV (DaLV/DuLV): DaLV/DuLV is the term used to describe the limited amount of visibility during a Dawn/Dusk scenario. A DaLV/DuLV hindrance is treated exactly like a LOS Hindrance except that a DaLV/DuLV Hindrance does not by itself negate the FFMO DRM, Interdiction, or Residual FP (A8.26). DaLV/DuLV Hindrances DRM do not apply to Fire Attacks/Ordnance To Hit attempts between ADJACENT units in the same Building.

1.2 The DaLV/DuLV Hindrance DRM applicable is given on the chart below.

DAWN/DUSK LV DRM CHART															
RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	>14
Pre-Dawn / Twilight	-	+1	+1	+1	+1	+2	+2	+2	+2	+3	+3	+3	+3	+3*	+3*
Early Dawn / Dusk	-	-	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+3
Dawn / Pre-Dusk	-	-	-	+1	+1	+1	+1	+1	+1	+1	+1	+2	+2	+2	2

*When Predawn/Twilight LV is in effect, all fire at ranges >13 hexes is treated as Area Fire.

1.3 CONCEALMENT LOSS/GAIN: Moving Good Order Infantry units, not pushing a Gun, incurring a +3 DaLV/DuLV Hindrance DRM do not lose Concealment as a result of moving. Assault Moving/Advancing Good Order Infantry units incurring a $\geq +1$ DaLV/DuLV Hindrance DRM do not lose Concealment if Assault Moving/Advancing into Open Ground as defined by A10.531. Good Order Infantry units incurring a $\geq +2$ DaLV/DuLV Hindrance and in the LOS of Known Enemy units may attempt to gain Concealment per A12.122. Friendly Fortifications in LOS of an Enemy unit and incurring a $\geq +1$ DaLV/DuLV DRM [EXC: Known Minefields] in Concealment terrain are revealed per G.2.

1.4 SW RECOVERY: There is a +1 drm to any SW Recovery attempt made in a non Building/Pillbox/Trench/Foxhole/Cave Concealment terrain Location during a Pre-Dawn/Twilight, Early Dawn/Dusk scenario.

1.5 SUN BLINDNESS: Sun Blindness can occur only in a scenario whose Weather is currently not Overcast (or Mud and Overcast) and is specified by either SSR or a Time of Day dr for DYO. The following rule section is in effect for Sun Blindness:

1.51 EARLY MORNING/LATE AFTERNOON: If the Time of Day

for the scenario is Early Morning/Late Afternoon, the provisions of F11.611-.612 are in effect.



2. FLAME THROWERS AND DEMOLITION CHARGES

2.1 FLAMETHROWERS USAGE: Only designated Assault Engineer/Pioneer MMC and designated SMCs [EXC: Heroes] may use a FT normally. There is a +1 DRM to all FT fire attacks and the X# decreases by 1 for every level of decrease in squad quality (EX: non-Assault Engineer/Pioneer elite units must add +1 to any FT fire attacks and decrease the X# by 1, First Line infantry must add +2 etc).

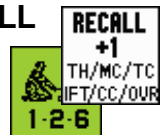


2.2 DEMOLITION CHARGES USAGE: Only designated Assault Engineer/Pioneer MMC and designated SMCs [EXC: Heroes] may use a DC normally. There is a +1 DRM to all DC attacks and the X# decreases by 1 for every level of decrease in squad quality (EX: non-Assault Engineer/Pioneer elite units must add +1 to any DC attack and decrease the X# by 1, First Line infantry must add +2 etc).

2.3 SET DC USAGE: Only designated Assault Engineer/Pioneer MMC and designated SMCs [EXC: Heroes] may Detonate a Set DC normally. Any other unit attempting to Detonate a Set DC must add a +2 DRM to the Malfunction DR in addition to any other DRM for non-qualified use.

3. VEHICULAR CREW/FO RECALL

3.1 A crew that survives the elimination of its vehicle is considered to be under the effect of RECALL. Such a vehicular crew must attempt to exit a friendly map edge via the safest route possible. If such movement would result in a defensive fire attack with a negative DRM (Δ) the crew/FO may decline to move but may still advance (if able to do so) toward a Friendly map edge during the APH.



4. MACHINE GUN CREWS

4.1 MG Crews are represented by a 2-2-8/2-2-7 MMC. MG Crews are a Crew Type MMC and are the only MMC that may fire a H/MMG normally. Any other MMC firing a H/MMG results in the MGs' B#, R#, X# and ROF being decreased by 1 and a +1 DRM applies to any To Hit attempt. A squad's inherent FP is halved while firing a H/MMG. SMCs may fire H/MMG normally (A9.12). Mandatory Fire Direction (A9.4) does not apply to MG Crews. MG crews are immune to the effects of Covering (A7.9) and may Self Rally (A10.63). MG crews are equivalent to a HS for stacking/passenger/portage purposes.

4.2 MALFUNCTION/STOPPAGE (Optional): Whenever a MG makes a fire attack DR (or To Hit DR if firing as Ordnance) that is the MG's B#, a subsequent dr is made to determine if the MG is Malfunctioned or has had a Stoppage. A MG with a Stoppage is marked with a "No Fire" counter which remains on the MG until the Stoppage is cleared or the MG Malfunctions. Refer to the following chart to determine the result:

MG MALFUNCTION CHART		
Final dr	Result	drm
1-3	Stoppage	+2 Sustained Fire
≥ 4	Malfunction	+1 Non-Qualified Use (VR4.1) +1 Ammunition Shortage

4.3 REPAIR/CLEARANCE: A Malfunctioned MG repairs normally. A MG with a Stoppage attempts to clear the Stoppage during the RPh as it would if the MG were Malfunctioned. Refer to the chart for the result:

MG STOPPAGE CLEARANCE CHART		
Final dr	Result	drm
1-4	Cleared	+1 Non-Qualified Use (VR4.1)
≥ 5	Malfunctioned	+1 Ammunition Shortage

5. GUN MALFUNCTION

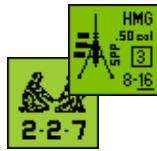
5.1 MALFUNCTION: Any time a Gun makes a TH DR or using IFE that is its B#, a subsequent dr is made to determine the effect on that Gun. Refer to the chart for the result:

GUN MALFUNCTION/AMMUNITION DEPLETION CHART		
Final dr	Result	drm
1-4	Ammo Depletion	+2 Intensive Fire
≥ 5	Malfunction	+1 Non-Qualified Use +1 Ammunition Shortage

5.2 AMMUNITION DEPLETION: A Final dr that is Ammunition Depletion, results in that Gun having no more of that Ammunition type left (even if Special Ammunition, C8.) and that Gun is placed under a "No Fire" counter. If the affected Gun only has one type of Ammunition available, it is also placed under a "No Fire" and is immediately under the effect of Low Ammo [D3.71]. A Gun under Low Ammo that becomes affected by a second Ammunition Depletion result is instead Disabled.

6. SUPPORT WEAPON TEAMS (SWTs):

6.1 A SWT is represented by a 1-2-7/1-2-6 MMC but has a Morale Level of that nationality's best Elite Infantry unit with a Broken Morale Level one less than its Good Order Morale Level. An SWT is considered a Crew type MMC. An SWT is the only MMC that may fire a Friendly LATW/Lt Mtr normally. Any other MMC SW usage results in the B# and X#



being decreased by 2 and the R# and ROF being decreased by 1 and a +2 DRM applies to any to hit attempts. SMCs may fire LATW/Lt Mtr normally per the Support Weapons Chart. Eliminated SWTs are worth 2 CVPs, have an IPC of 2PP, a CCV of 3, attack/defend in CC as would an SMC (A11.14) and cannot Control any Location for purposes of A26.11-.2. For Passenger purposes, SWTs equal 3 PP and 2 SWTs are equivalent to a HS for stacking purposes. An SWT may attempt Self Rally per A10.34 but incurs an additional +1 DRM to any Self Rally attempts [EXC: Self Rally per A18.11].

6.2 RECOMBINING: Two SWTs may Recombine per A1.32 and will become an Elite HS per the following chart:

German	2-4-8 (SS; 3-4-8)	Russian	2-4-8
Italian	2-4-7	American*	3-4-7
Finnish	2-4-8	British**	2-4-8
Japanese	2-3-8	French	2-4-8
Axis Minor	2-4-7	Allied Minor	2-4-8
Partisan	1-2-7	Chinese	2-3-7

* Use the HS according to the Majority Marine squad type.
** Includes all Commonwealth and Free French.

6.3 DEPLOYMENT: Whenever two SWTs are combined per 6.2, make a note of the unit Identity (A1.24). If the owning player wishes, they may Deploy that HS, per A1.31, back into the appropriate SWTs. An HS formed by Recombining two SWTs is worth 4 CVP.

7. FORWARD OBSERVER (FO)

7.1 An FO is represented by a *designated* 2-2-8/2-2-7 Infantry-Crew counter. An FO has all normal infantry-crew and observer qualities except as stated otherwise. An FO may possess no SW/Gun except for its Inherent Radio/Field Phone, nor may it become an inherent crew. An FO that sets up onboard may use HIP as if it were manning a Field Phone. An FO is worth 2 CVP. If an FO's Radio/Field Phone is eliminated or a second permanently removed Red Card/Chit is drawn, that FO is under the effects of Vehicular Crew/FO Recall (VR3.).

7.2 FO RADIOS/FIELDPHONES: An FO is assumed to possess an Inherent Radio or Field Phone (as indicated by the scenario OB, Radio is worth 1 PP) and may neither Transfer/drop/share possession of that Radio/Field Phone. An FO's inherent Radio (referred to hereafter as an FO Radio) has a contact value of "8" and a Breakdown "#" of 12, a R# of 2 and an X# of 6. An FO Field Phone has a contact value of ≤11. Should an FO with a Field Phone become broken and routs from its current location it must make a Recovery attempt upon returning to that Location so that the FO can attempt Radio Contact. An FO's radio cannot be used while the FO is a Rider.

HOW GOOD ARE YOU AT ASL?

Whether average or advanced, you might be able to play a vital part in developing an *Historical ASL* module for publication.

Some very experienced players are already playtesting *Scotland The Brave*, a forthcoming module about the actions of the 15th (Scottish) Infantry Division in Normandy. But the module needs to appeal to players of all levels of experience, so whatever your level, if you have the time to play a half dozen or so scenarios and return reports to a tight time scale, I'd like to hear from you. The reward? Your name in the credits, a free copy on publication, and (I hope) a degree of enjoyment.

Please contact (soon!):

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"THIS IS THE CALL TO ARMS!"

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.

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George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ
L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA
Darren Clahanne, 40 Atwell Close, Wallingford, Oxon, OX10 0LJ
William Eaton, 42 Princes Street, Oxford, Oxon, OX4 1DD
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT
Tony Hayes, 11 Upper Fisher Row, Oxford, Oxon, OX1 2EZ
Toby Pilling, Cedar Court, Brookfield Close, Winterbrook, Wallingford, Oxon, OX10 9EQ
Jonathan Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks., S17 4FR
Carl Bedson, 5 Allerton Meadow, Shawburch, Telford, Salop, TF5 0NW
Paul Case, Flat 8, 19 Park Street, Taunton, Somerset, TA4 3JP
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, IP13 8LA
Paul Legg, 116 Second Avenue, Sudbury, Suffolk, CO10 6QY
Lee Bray, Flat 4, 13 Kingston Hill, Kingston Upon Thames, Surrey, KT2 7PW
Derek Briscoe, 129b Melfort Road, Thornton Heath, Surrey, CR7 7RX
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ
Ivor Gardiner, 27 Taylor Avenue, Kew, Richmond, Surrey, TW9 4EB
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, SM6 0TF
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG
Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., B44 0UU
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG
Kevin Croskery, 3 Crockham Close, Southgate West, Crawley, W. Sussex, RH11 8TP
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG
Bob Groves, 56 Hall Orchards Avenue, Wetherby, W. Yorks, LS22 6SN
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS
John Elwen, Vine Cottage, Main Street, Walton, Nr. Wetherby, W. Yorks., LS23 7DJ
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ
Wayne Baumber, 22 White Rose Close, Linton On Ouse, York, Yorkshire, YO6 2TR

SCOTLAND

Johan Flatseth, Kelvin Lodge, 8 Park Circus, Glasgow,
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW
Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ
Oliver Gray, 84 Tarvit Drive, Cupar, Fife, KY15 5BH
Richard Kirby, 20 Dawson Avenue, Howden, Livingston, Lothian, EH54 6AJ
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF

WALES

C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL
K. Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP

IRELAND

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

THE CRUSADERS

First off, you should all be aware by now that IF'98 is over the weekend 23-25 October 1998. This is a change of date because I have managed to find a hotel that will allow us free reign over the weekend and they are considerably cheaper than the Embassy - checking in at £29.00 per person per night Bed and Breakfast; a bargain in Bournemouth. So see page 15 for details, register your Fireteam with either me or Dave Schofield and book your accommodation at the Hotel Kiwi. Rooms may have to be shared depending on numbers so if you have a preference for who you share with (mem-



THE CRUSADERS PRODUCT PRICES

As noted last issue, third party *ASL* products will no longer be available through *The Crusaders*, as Neil's work load means he is unable to cope with the volume of new products now being released.

Anyone wishing to purchase third party *ASL* products should contact the following shops.

LEISURE GAMES, 91 Ballards Lane, Finchley, London, N3 1XY. Telephone (0181) 346 2327 or e-mail them at Leisuregames@btinternet.com.

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at ahashton@globalnet.co.uk.

I shall endeavour to list all UK stockists of third party *ASL* products here in the future.

bers of your Fireteam for example) please let the hotel know when you reserve your accommodation. Those of you with Internet access can point your browsers to <http://ourworld.compuserve.com/homepages/NeilSStevens/index.htm>.

Secondly, I would like to express a vote of thanks to Dave Schofield for an excellent weekend wargaming in the D-Day Museum at Portsmouth on 20-21 June. 16 players doing battle over the *ASL* representation of Gold Beach from War Oboe Productions *Monster Pack* - I have never seen so many beach and ocean overlays! Dave, and Simon Strevens had set it all up before we arrived and I was surprised to see that most of the players had actually come well prepared for their part of the beach, Dave having forewarned us what to expect.

The game itself was a blast. This was not an official tournament rated game so play was free and easy and "kibbitzing" was expressly allowed. So plenty of comments from the cheap seats were available as the British Landing Craft struggled onto the beach in the heavy swell. AVREs, Crocodiles, DD Shermans were all spewing forth onto the sand along with British Commandos and First Line troops by the score. The spectacle was something else and all of the games soon developed into their own little tussle for the British objectives. In the end the Germans repelled the boarders on 5 out of the 8 beaches and so a German victory was reckoned.

It really was an excellent weekend enjoyed by everyone to a man (and woman!). Hopefully there will be a full report in the next issue of *VFTT*.

So what is the next theme weekend going to be then guys?

See you soon for some **INTENSIVE FIRE**.

And finally, as this issue is being sent out the Stevens family are being posted to bonnie Scotland, so don't be worried if you don't hear from me too quickly in the next few weeks. My new address with effect from 6 Aug 98 will be 14 Riverside Road, Craigiehall, South Queensferry, Lothian, EH30 9TP.

Yours in gaming,
Neil Stevens

INCOMING

Continued from page 3

receipt of a *SASE* and/or will be included with any subscription.

SCHWERPUNKT 3

Schwerpunkt! Volume 3 is in the final stages of playtesting, and will be released 8th October *ASLOK 98*. Featuring 12 new scenarios with analyses and designers notes, and similar in format to previous issues, it will be \$12.00. Copies of the previous issues are still available at \$12.00 each, from Sherry Enterprises, P.O. Box 3, Ruskin, FL 33570. Payment should be by cheque or money order in U.S. funds; add \$3.00 for shipping (\$5.00 outside the U.S.). They will begin accepting mail orders for *Volume #3* on 10th October.

Ω

THE PLAYER STRIKES BACK

Continued from page 5

be allowed to change *CA* during the *DFPh*; changes of *CA* in those hexes would only be allowed during the *MPh* by expending *MP* through manhandling within the hex.

Furthermore I would argue that any *ST-* (or *NT-*) ordnance should have its *ROF* reduced by 1 (or 2 for *NT*) (to a maximum of 0) for each *CA* change (regardless of number of hexspines changed) during fire.

These measures would reflect more correctly the fact that, especially *AT Guns*, but also to some degree slow/non-turreted vehicles were designed for static defensive positions and therefore were very vulnerable to outflanking.

This concludes my criticisms of *ASL*. I do not claim to have discovered all possible flaws, but would assume to have pointed out the main ones. Nor would I plead for changes to accommodate all minor or marginal inconsistencies, as the aim for any change should be a greater realism without a greatly decreased play-ability through increased complexity. I have therefore tried to keep my suggestions for improvement as simple as possible, so as not to hinder the flow of play and still give the game a better 'feel' of reality.

Only time and testing will tell how much of an improvement these may be, but even if this article does nothing more than start a healthy discussion it will have been worthwhile, as only continuing critical re-assessment will avoid a game to slip off into stagnation and indifference.

Ω

EVERYBODY IN DA HOUSE

House rules abound in wargames, with many players happy to tinker with the design of almost every game they seem to buy. The same is true of *ASL* players around the world, so here I present a selection of house rules and suggestions, some serious, others not so serious, as used by *ASL*ers on the InterNet *ASL* Mailing List.

GRANT LINNEBERG, USA

We use a special rules sometimes for OBA scatter. I think it was published in an *FFE* or *Backblast*. Anyway, it has to do with scatter. You roll a third die when determining direction and extent of error. This die is for “drift”; it determines the distance the SR/AR/FFE drifts clockwise from where it would land using the regular rules.

EXAMPLE: See the diagram below. You place your AR is at J4 and you roll red 3, white 6, third die 4. To find where your SR lands, go 6 hexes in direction 3 to P7, then rotate for 4 clockwise, counting P7 as #1. This gets us to M9 (P7,O8,N8,M9).



The other thing to remember is that your drift can never exceed your extent of error. So if your extent of error is 1, there is no drift, if it's 2, then it lands as usual or drifts 1, if it's 3, it lands as usual or drifts 2, etc.

It sounds more complicated than it is (as most variants do), but allows for much more comprehensive error. Using the *ASLRB*, the SR only radiates away from the AR along its “spokes”, but using this variant, it can go anywhere.

PHIL NOBO, ENGLAND

A little-publicised fact from [INTEN-

SIVE FIRE '96] is the excellent (Neil Stevens-inspired) house rule of a compulsory slug of Scotch for players each time they rolled a double-one. This has several benefits:

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

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

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

MARTIN SNOW, USA

I have a list of “Boulder House Rules” in the front of my rulebook. I'll tell you a few of the more interesting ones:

SNIPER

Instead of the usual effects on leaders, use the following: dr=1 Breaks and Wounds an SMC dr=2 Causes a #MC where the # is equal to the SAN. [EX: with a SAN of 4, an SMC hit by this sniper would take a 4MC].

We thought that the enjoyment level of some scenarios was reduced when the leaders got killed by snipers, so we made it less abusive. Now your leader is rarely killed, but usually incapacitated. Note that the dr2 effect is usually to break and ELR the leader, so he eventually comes back but not right away.

SMC ELR (Finns and Japanese)

We didn't like the idea of a 9-1 being promoted to a 10-0. Why would the player have to give up the -1 leadership DRM? So we have a revised promotion chart for Finns and Japanese. A 10-1 can be demoted to a 10-0 or a 9-1 at the player's option, etc.

VEHICULAR HINDRANCE

LOS traced down the hexspine of a hex containing a vehicle/wreck does not incur the hindrance, unless there is a vehicle in each of the two hexes forming the hexside.

BERSERK ATTACKER

A Berserk ATTACKER must use HTH

CC if possible, even if HTH is not available otherwise in the scenario.

DISPERSED SMOKE

Dispersed smoke downwind is not immediately removed when the source is. Downwind dispersed smoke is removed in the AFPh, similar to when it was created. (just a little physics)

REPAIR ROLLS

All repair rolls **must** be made, unless there is an immediate tactical reason to not do so (i.e. capture is imminent).

So when a tank malfunctions its MA, it must try to repair it, even at the risk of recall. We just thought it was unrealistic for a tank with a broken gun to just proceed as if nothing was wrong.

We have considered allowing pillboxes to have a CA like a cave, i.e. face a hexside rather than a hexspine, but we haven't actually adopted it.

As for optional rules, we do the secret radios usually, but not Battlefield Integrity.

JAN SPOOR, USA

Our House Rules:

1. No skulking.
2. No voluntary abandonment of tanks, TD, SP guns, etc. that are working perfectly well.
3. No Battlefield Integrity
4. IIFT. Always!
5. We haven't gotten around to agreeing on it, but I think the idea of recording (at the owner's option) the location/possession of any/all items =1PP might be the next move.
6. It hasn't ever come up, but no PF checks by crews.

STEVE PLEVA, USA

We use a separate ROF die in all our matches around here. Try it, it works great.

Make the Special Ammunition Depletion DR separate from the TH DR. This has the effect of encouraging players to use Special Ammo when the chances of hitting are good (instead of now when most players use it when the chances of hitting are poor). This, I believe, is more historical, and eliminates the hyper-correlation between the Special

Ammo DR and the TH DR.

Let me illustrate my point. Let's say a Stuart is moving and a Mk IV has a shot at 12 hex range on the side with a TH number of 4. On the next MP, the Stuart will be out of LOS so the Mk IV gets one crack only. What are the chances of hitting the Stuart? Well, if the Mk IV doesn't use Special Ammo, the TH chance is 16.67%. If the Mk IV tries for Special Ammo, the composite

chance of hitting the Stuart jumps to 30.09%. Now, this is absurd. Why would the Mk IV's chances improve because it was trying for APCR? If anything, the TH chance should go down because the Mk IV would more than likely have an AP round in the chamber and the loader would have to exchange the rounds.

The fact that the Mk IV's chances of malfunctioning its MA increases from 2.78%

to 5.48% does not nearly compensate for the TH jumping up by ~13.4%.

I believe this rule is retarded because the APCR is being used to increase the chances of hitting (in game terms), not increasing the chances of penetrating (the real reason it was used). Also, no good Mk IV commander would waste APCR on a Stuart. Unfortunately, most ASL players use the tactic I've described above, so it's not a rare

JR VAN MECHELEN, USA

This is my house rule on Human Waves/Banzai. I have not thoroughly tested it, but it seems to be flexible enough to allow tremendous amounts of sleaze while at the same time clear enough to make it apparent what is legal and what is not. Comments are welcome.

Explanation: There are a number of constraints that a Human Wave House Rule has to meet. It has to follow the rules of A25.23 and A25.231, but it must also try to be lax enough to cover the examples given in the *ASLRB*, even where they contradict literal readings of A25.23 & A25.231. Finally, one can imagine situations where the terrain forces certain movements that would be difficult to fit into the constraints of the HW rules. For instance, if the target of the Human Wave is directly across a river from the participants with a bridge upstream, the Human Wave would have to move upstream toward the bridge and (initially) "away" (in hexes at least) from the target. Below are some rules that incorporate these ideas. They still allow substantial amounts of sleaze, but at least Players will be able to decide that the sleaze is legal or illegal :-)

HUMAN WAVE PROCEDURE

ESTABLISH A HUMAN WAVE TARGET LOCATION

This is the same as in A25.23, but I have given the Location a longer, more technical-sounding name.

ESTABLISH GENERAL DIRECTION

As soon as a Human Wave has been formed and a Human Wave Target Location designated, the moving player establishes a General Direction. The General Direction is two adjacent hexsides of the hex, exactly like a Covered Arc. The General Direction Covered Arc (GDCA) must be determined from a hex containing at least one of the participants in the Human Wave, and the Covered Arc determined by the General Direction from that Location must include the Target Location. It is not necessary to have a LOS from this participant to the Target Location (use a TCA or Gun CA counter in this hex to indicate the General Direction). An illegally placed GDCA (e.g. one that doesn't include the Target Location in the CA or one that is placed in a hex without any participants in the Human Wave) may be reset by the opposing player, but must still meet the criteria for a GDCA. If the opposing player also fails to place a legal GDCA, the players alternate until one of them manages to place a legal GDCA [if this goes on for too long, the Players should call a cab and go home]. Once the Human Wave starts moving, the GDCA can no longer be changed, even if it is illegal.

HUMAN WAVE MOVEMENT

Members of a Human Wave may move in two ways. They may move in the General Direction of the Human Wave, or they may closer to the Human Wave Target Location. Each participant of the Human Wave may choose which type of movement it will use during each Impulse, and may choose in each Impulse regardless of how it moved in previous impulses and regardless of how other members of the Human Wave move, as long as it uses one of these two methods. If the participant can't use one type of movement (e.g. if it has no legal move through its GDCA), it must if pos-

sible use the other. If neither method of movement is possible (e.g. the unit is in an upper level of a building and the only stairwell was just destroyed), the unit's MPH ends.

MOVEMENT IN THE GENERAL DIRECTION

A Human Wave participant may exit its current Location through either of the hexsides in the GDCA (subject to normal Movement restrictions, of course).

VERTICAL MOVEMENT IN THE GENERAL DIRECTION

A Human Wave participant may not move vertically in the same hex when moving in the General Direction (but still may move vertically by the second method described below). It must leave the hex and enter another through one of the GDCA hexsides in this form of movement.

MOVEMENT TOWARD THE HUMAN WAVE TARGET LOCATION

A Human Wave participant may also move to a new Location that is closer (in MF) to the Target Location than its present Location. In all cases, distance is the shortest one (in MF) between two Locations. The new Location need not be through the GDCA, nor does the path from the current Location and/or the new Location need to go through the GDCA of any hex along the path. The new Location also need not be along the shortest route to the Target hex so long as it is closer than the old Location.

EXAMPLE

EX: A Japanese squad and Leader in 25W6 and two squads in 25V5 Banzai a Britihs squad in 25W4. The HWCA can be based on either hex, but if it is based on 25V5, it must point toward 25W4. If it is based on 25W6, it can point toward X4 or V4 because both covered arcs include the Target Location. Note that there is no LOS from 25V5 to 25W4. The Japanese player points the GDCA toward V4.

The units in V5 have several choices. They can move in the general direction into V4 or U5, paying the appropriate costs. If PTO terrain is in effect, this will cost all their MF and so effectively end the Banzai (because all units pay the highest MF expenditure in the Impulse). Alternately, they could choose to move to 25W5 because that Location is closer than their present Location. They could also move to 25W6 because that Location is also closer in MF (five MF from V5 through W5 and only four MF from W6 through X5 & X4). Each unit can move into any of these Locations.

The units in W6 also have several choices. They may move into V5 or W5 because these are in the GDCA. They may also enter X5 or W5 because these are both closer than their current Location. If these units move into X5, they can then enter W5 or X4 through the GDCA or they can enter Y5, X4 or W5 because these are all closer in MF. If they move into Y5, they can enter Y4 or X4, etc.

If there had been a participant in 24U6 as well, that unit could enter T5 (in the General Direction), but must then return to U6. It can't move to S5 or T4 in the General Direction because it would have to cross cliff hexsides, and U6 is the only hex that it can reach that is closer than its current Location.



occurrence by any stretch of the imagination (it's often used for Bounding Fire because the TH #'s are usually in the 4-7 range).

WAYNE HADDY, USA

When using the IIFT, I have a "house rule" that long-range fire FP be calculated, unit-by-unit, at the IFT rate. So, a 7-4-7 American squad has the following FP-at-range characteristics:

RANGE	0	1	2	3	4	5	6	7	8
FP	21	14	7	7	7	2	2	2	2

If halved for any reason, then:

RANGE	0	1	2	3	4	5	6	7	8
FP	10.5	7	3.5	3.5	3.5	1	1	1	1

I've read the arguments about how the IIFT is not so different from the IFT, in practice, but I think, for long range shots, the IIFT is just too unfair. A 7 FP unit, on a flat (zero DRM) shot, has a 40% greater chance of attaining an effect, on the IIFT, than it would on the IFT. In some scenarios, this throws balance out the window. The scenario "ASL11 Defiance on Hill 30", was the one that led me to this IIFT-IFT hybrid approach.

NICK ANGELOPOULOS, GERMANY

As it is common practice for no-one to bother with Battlefield Integrity, I do not use it or insist on it in FTF games. I always have used Battlefield Integrity in DYO games.

The one and only house rule that I use is in the context of DYO: When designing a balanced DYO, the two sides set up on separate boards. Sufficient terrain is placed between them in terms of a lot of open boards or one forest/hill/city board so that everyone can set up concealed. He who scores most CVP wins. So long as the terrain is balanced, the scenario is as balanced as it will ever get. I also think this tends to be realistic and often even historical.

You may say that in some circumstances it will take time for the two sides to make contact: I assign up to 30 game turns per DYO scenario. Considering most is movement with little fire opportunity, my DYO's take less time to finish than a 5 game turn CG day in *Red Barricades*. The median is probably down to an equivalent of only a couple of *RB* game turns fielding similar forces.

TOM REPETTI, USA

PRC are not subject to HOB, but if you'll allow a little divergence, I wonder

why? Why can't PRC undergo HoB? Surely these guys got stressed out every now and then.

You might say that some of the HoB results don't easily apply to PRC, but given how much complexity we already have in the game, I don't think it'd be a stretch:

Crews: Heroes and Battle Hardening results = No Effect. Or else, create an 8-1 armor leader.

Surrender = temporary recall (1 turn).

Berserk = charge the nearest enemy unit and attempt to OVR. If the vehicle can't OVR or move for one reason or another, they fire and intensive fire at the nearest enemy unit for a turn or so.

Passengers/Riders: Heroes and Battle Hardening are OK.

Surrender = Bail Out.

Berserk = Bail Out, then do a Berserk Charge.

RUSS BUNTEN, USA

Allow Bypass movement of any non-inherent terrain feature and the whole face of the game changes.

Add in an ability for infantry to remain in bypass at the end of a turn and you really have something.

ROBERT DELWOOD, USA

Counters under concealment get replaced with an equal number of '?.' The actual units are placed off board or recorded separately. Similar to Cloaking, except the number of counters is still known. This way, even if a stack gets accidentally exposed, nothing can be seen.

The non-phasing player routs first. The Rout Phase is often more dangerous to the phasing player because of failure to rout. In all other instances, the active side has the advantage because it is his turn. They fire first, move first, determine the pace of the turn; it would be nice to see the phasing player have this benefit also during rout.

Rolling snake-eyes does not result in cowering. It seems like such a waste.

PERRY COCKE, USA

The only optional rule we use consistently is reverse motion.

The only house rule we use is ignoring the 2+2 Collateral Attack vs CE crew when the AP TK doesn't affect the vehicle.

ROBERT SEULOWITZ, USA

Try treating Ammo numbers not as a final Depletion number but as an Availability number (rolled simultaneously with the TH DR). "Well, no APCR on that shot, but you better believe I'll be going for it again in my Prep!"

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THE BLACK BOOK OF SLEAZE

Continued from page 6

SHARKING

The act of trying to dupe your opponent into playing a grossly imbalanced scenario. Since *ASL* is not played for money, why bother? Just pick a fun scenario and start shootin', dammit.

FLOWCHART FROM HELL

The act of memorising the EXACT sequence of play and ruthlessly enforcing it ("haw haw, you deployed, now you can't repair your HMG"). The reverse of this of course is to whine to go back and do anything you forgot, even if it was a turn ago. Schoolyard rubbish (here I make the empty hand rolling dice motion).

LAYING LOW

To keep quiet when you see your opponent's SAN come up. My head stays down when snipers are about. You want to shoot me? You'll have to pull the trigger. I even prefer it if the other guy doesn't remind me either. I play *ASL* for the visceral thrill of it. I AM the sniper counter, waiting patiently for that clean shot at your 10-2. When some new recruit foolishly salutes him on the battlefield I gotta react NOW! BANG! or I'll miss the chance. If the other guy reminds me it shatters the suspended disbelief, like he's jumping about yelling "hey, shoot me".

THE SCHIZOID MAN

Using all of the above dirty tricks when playing *Solitaire ASL*. I do this habitually, freaks the enemy right out. I remain undefeated in *solitaire* play.

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.

AUGUST

FOURTH ANNUAL ASL WILD WEST FEST

When: 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-bed room. When you contact the hotel, use the reservation code "2-WWF" to access one of the block of rooms reserved for the WWF.

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 82520-3725 phone: (307) 332-9266, email tim_wilson@nols.edu or Tom Repetti phone:(303) 840-7593, email tqr@diac.com

SEPTEMBER

CANADIAN ASL OPEN '98

When: 25 - 27 September.

Where: The Viscount Gort Hotel, 1670 Portage Avenue Winnipeg, Manitoba, Canada. Telephone (204) 775 0451 or toll free 1 (800) 665 1122.

Fee: CDS\$20.00 on or before 31 August and CDS\$25.00 afterwards.

Format: Five Rounds beginning Friday 25 September at 1800hrs using the "Swiss Style" of pairing opponents based on their AREA ratings. The winner will be determined by points at the completion of the fifth round. All kinds of plaques, prizes and stuff to be won.

Notes: This is the Canadian ASL championship tournament but the event is OPEN to all ASL players. The highest placing Canadian player will be the Canadian ASL Champion for 1998. Tournament t-shirts will be available and can be ordered along with pre-registration or at the event.

Contact: Jim McLeod by e-mail jmmcleod@mb.sympatico.ca or telephone George Kelln (Tournament Director) at (204) 487 0544.

OCTOBER

OKTOBERFEST ASLOK 1998

When: 7 - 11 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. 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: Further details to be announced.

Contact: Mark Nixon, 443 Richmond Park West, #201D, Richmond Heights, OH 44143, or by telephone on (440) 473 1680. You can also email Rick Troha at aslok@nwsup.com, or visit the ASLOK Home Page at <http://www.nwsup.com/aslok/>.

INTENSIVE FIRE '98

When: 23 - 25 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567. Rooms are £29.00 per night for bed and breakfast.. be sure to quote "Intensive Fire" when booking.

Fee: £5.00; free for members of The Crusaders, the UK ASL association.

Format: Two divisions of Fire Teams of three players compete over three rounds on Saturday and Sunday. Open gaming is available for those who do not wish to take part in the tournament.

Notes: Prizes are awarded to winning Fire Team players and the Convention Champion, who is the player judged to have had the most successful tournament with all games played over the weekend

being taken into consideration.

Contact: David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY. Phone (01202) 573 482 or email dschofie@bournemouth.ac.uk.

NOVEMBER

GRENADIER '98

When: 20 - 22 November.

Where: The "Jugendlandhaus" in Hergarten, near Zülpich in the Eifel (the German part of the Ardennes), near the famous "Hürtgenwald" (near the location for 'CH76 Hürtgen Hell'). The building will be opened on Friday at 10:00 CET. The country house is rented for three days and provides 40 beds, several showers and a kitchen. For playing we have two large rooms. We plan to provide Coffee and rolls for Saturday and Sunday mornings breakfast.

Fee: DM 70.00 (about £28.00) for three nights accommodation, breakfast and entrance. If you arrive on Saturday the fee is DM 50 (about £20.00). A DM 20 (about £8.00) deposit is required.

Reservation of the beds will be on a first-come-first-serve basis, in the order of your registration (and your down payment). If all 40 beds are booked, there are several hotels in Hergarten - but you'd have to book those yourself.

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.

A set of personalised mounted counters are available to everyone who pre-registers.

Critical Hit will sponsor the tournament with some prizes.

All you have to bring is a sleeping bag - and of course your ASL stuff. Drinks (Coke, Beer, Coffee) can be bought at the kitchen.

Contact: Christian Koppmeyer, Hagebüttenweg 9, 41564 Kaarst, Germany or by email at 100556.3650@compuserve.com.



1999

JANUARY

WINTER OFFENSIVE '99

When: 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 410-519-1862 or by email at bcyouse@erols.com.

FEBRUARY

WEST COAST MELEE II

When: 5 - 7 February.

Where: The Radisson Hotel, Westside, Culver City, California. 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: Registration is \$20.00 until 31st October 1998, \$25.00 until 29th January 1999, and \$30.00 thereafter.

Format: The six round tournament begins promptly at mid-day on Friday and should end by 1600 hrs. on Sunday. The structured tournament format is a modified version of Avaloncon and the ASL Open that allows a player to reject any one scenario in each round. There are three scenarios per round to select and these will not be publicised in advance.

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 Arellanes Dr, Los Angeles, CA 90008. Telephone (213) 296-3830 (home) or (310) 835-6600 x 6636 (work) or email at ksmoak@earthlink.net.



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FORTRESS CASSINO

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FORTRESS CASSINO comes with a printed full-color, 22 x 39 hex Historical Map of the major Cassino battleground area, 10 FULL COLOR scenarios, a 22 scenario Campaign Game, Special Terrain and CG rules, a FORTRESS CASSINO Chapter Divider, and 56 full-color, die-cut, printed and mounted original counters, which include a complete set of New Zealand MMC counters to fight with. But watch out, the New Zealanders are a bit tougher than their British counterparts!

FORTRESS CASSINO is not a complete game. Beyond Valor, West of Alamein, KGP II and some Red Barricades are required to play this module.

FORTRESS CASSINO is \$26.50 plus \$2.50 S&H (\$5.00 S&H if outside the continental U.S.).

ORDERING INFORMATION

Here's how to order FORTRESS CASSINO. Send Check/Money Order to:
Heat Of Battle P.O. Box 15073 Newport Beach, CA 92659

MARCH 15, 1944 Rising high into the cold sky like the jagged edge of a rotten tooth, Monte Cassino stood defiantly over the Liri Valley. Refusing to quit, the Germans fortified every mountain in Italy with pillboxes, mines and booby-traps. With their work completed, the next move belonged to the Allies...

The war pressed ever closer to Germany. Having shoved and kicked the Nazis out of North Africa through Sicily and now into the Boot of Italy, the Allied forces were bleeding themselves white. But the push had to go on or the prize of Europe would fall to the Russians who had, by now, turned the tide of war in their favor.

The road to Rome, Route Six, led through the sharp teeth of Cassino. Sandwiched between the steep stony cliffs of Monte Cassino and the flooded valley of the Rapido River, the town of Cassino had become the fortress of the Elite 1st Fallschirmjaeger Division. Two attempts to bypass this bastion had failed miserably. It was now time to smash it head on.

The dirty job was handed to the tough and hearty 2nd New Zealand Division. Unfortunately, the assault date was delayed for three weeks while torrential rains kept hundreds of Allied bombers grounded. All the while, the New Zealanders grew weary as they sat in their exposed positions and cramped foxholes for the three drening weeks.

When the bombers finally appeared on 15 March, all Hell broke loose. In an instant the New Zealanders hit the Elite Germans...dead on!

Heat Of Battle brings you the fantastic and fatal struggle by the New Zealanders and German Paratroopers. Heat Of Battle presents to you, FORTRESS CASSINO: The Road To Rome.



TURRETED HOUSE

HISTORICAL FC1

Orientation:
Hovers W-D10 with a coordinate +19 are playable.

Play Balance:
Germans: Exchange the Germans 8-1 Leader for a 9-1 Leader.
New Zealanders: Exchange the Sherman III for a Sherman IA (A).

TACTICAL OBJECTIVE: The New Zealand Player wins immediately upon destroying the Armored Capella (AC) or if it becomes Disabled, IC, at Game End, the AC is UK, the German player must continue to make a replacement or until the AC is destroyed or incapacitated (IC, 7-42) to determine a tactical victor.

Historical Special Rules:
1. EC are Mine. Ground conditions are Substantiated (1,12).
2. The German Armored Capella may set up in a building (EXC: Spear Tower) but may not be set up on a hill or BEP.
3. The German player may purchase his fortifications reinforcements from the 1944 H&B HPP Chart. Only functions 1, 11, 12, 3, and 4 apply. The maximum number of Wire counters which may be purchased is one.

Historical Perspective: Cassino, July March 1944:
As the Poles received their orders to their well fortified positions the fighting in the town became fierce and personal. The Germans held a line in the town stretching from the Hotel de Dieu to the southern base of Castle Hill. It was supported by aircraft light up on the hill and by constant mortar and machine gun fire along the steep slopes of the hill. The northern end of the line was held by Para Lt. Jankowski who had an armored team which housed a machine gun. One of these teams crossed the ridge leading out of the New Zealand controlled Cassino to Point 235.

HOB

From this position, the Germans were able to monitor any attempt to rescue or supply the Division who were isolated on Highway 661. In an attempt to open the door to the Ministry and to save the front of the German fortified line, the armored tank had to be destroyed. The tank was set up high inside a building and was thought to be sitting on the road. B Company, 24th was tasked with the job of entering the front and a Sherman was assigned to assist in the attack.

Aftermath: An AC Company crawled over and although the ability to reach their target was compromised, under fierce German fire from Jankowski's team. The line tank attempted to reach its target position to support the soldiers but was destroyed by the dense pile of rubble. The 2nd German resistance had cleared the roadway south to a few yards. Hill on base held the New Zealanders and his team, but they received all that the New Zealanders could throw at them by the position held the road.

German Sets Up First: [ELR: 3] [SAN: 5]
4th and 5th Companies 2nd Battalion, 3rd Fallschirmjager Regiment [ELR: 4] set up 2, two boxes from hex 88-6.

Attacker Moves First: [ELR: 3] [SAN: 3]
B Company 24th New Zealand Brigade, B Squadron 19th Armored Regiment set up with a box coordinate 3: 17.

TURN

1

2

3

4

5

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- 2. \$2.50 S&H if in cont. US or \$5.00 if outside cont. US.
- 3. \$1.00 S&H if in cont. US or \$2.00 if outside cont. US.

"ACHTUNG!"

Be advised, HOB has no plans to sell this product for wholesale distribution to your direct-mail/retail hobby stores. Sadly, we have had many problems with "retail greed" regarding our products and feel that it is necessary for us to execute a "Courts Martial" on this behavior. This means you won't be seeing our games on the store shelves for a while...if at all! We reserve the right to repeal this policy when we feel that some in the direct mail industry have "passed inspection".