IN THIS ISSUE

BERSERK! 2001 - all the action from Blackpool

THE UGLY - Toby Pilling looks at campaign games

GENESIS 48 - CH's long-awaited Arab-Israeli module reviewed

COMMANDO ASL - using the ASL Annual '92 SL rules in ASL
IN THIS ISSUE

PREP FIRE 2
INCOMING 3
GOING BERSERK! IN 2001 4
THE CRUSADERS OPEN
ASL TOURNAMENT LADDER 9
THE UGLY 11
GENESIS ’48 15
NAVAL OPERATIONS 17
IN THE BALTIC
COMMANDO GAME 17
“THIS IS THE CALL TO ARMS!” 18
ON THE CONVENTION TRAIL 19

COVER: The t-shirt for this year’s BERSERK! event, as designed by Derek Tocher.

THE ASL MAILING LIST

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Another View From The Trenches, so soon after the last one, there must surely be something wrong!! But no, apart from the BERSERK! report, most of this issue was ready even as the last issue was being posted out. I’ve got plenty of material in draft status lined up for the next issue as well but that doesn’t mean you don’t have to keep on sending me stuff. The more stuff you lot write the less I have to, and the less I have to write the more likely VFTT is to continue.

With this issue VFTT enters its seventh year. That’s a hell of an achievement, especially when you think that very few ASL ‘zines get past two years. Probably only Critical Hit (just under eight years) and On All Fronts (something like 16, 17 years) have managed to publish any longer. For half of its time, VFTT has managed to stick to a regular 20 page bi-monthly format as well (well, most of the time!). Thanks to everyone who’s contributed to the success of VFTT for the past six years, here’s to another six.

See you all at HEROES in July I hope. Until then roll low and prosper.

Double 1. My last, best hope for victory.

Pete Phillips

VIEW FROM THE TRENCHES

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J3, SASL II ON WAY

ASL Journal 3 is at the printers now and should be available in the next few weeks. Now price has been announced yet. Following on its heels with be SASL II. Plans for a SASL update kit have been scrapped as everything except the two countersheets and the box have been updated. Individual components will be available as parts for those who do not wish to buy the new module.

CH LAUNCH PHASE II

Phase II is CH’s name for it’s series of new scenario packs. In addition to scenarios, each pack will feature a sheet of new die-cut counters, overlays or a small map and be priced around $15.00.

Total East Front Pack 1 includes 8 new scenarios and a sheet of three new color overlays. Four of the scenarios depict action during the battle for Vienna, 1945 and can be played as a mini campaign (although they are designed to be stand-alone). The price is $13.95.

Total Pacific Theatre Pack 1 includes 8 new scenarios and a sheet of 140 color die-cut counters, providing new Australian squads and leaders. The price is $14.95.

CH Magazine Volume 6, No. 3 is the latest special edition, this one focusing on Genesis ‘48. It will include a new historical HASL map of the disputed Arava Valley (between Jordan and Israel) and a sheet of counters, and numerous post-1948 scenarios. It will cost $24.95 – if you buy it direct from CH you will also receive an additional set of Genesis ‘48 counters.

Busting the Bocage is a brand new map pack focusing on the battle for Pointe du Hoc after the initial landing. For $19.95 you get six new scenarios, a version of the map from PdH using larger hexes, a tips and tactics article and a small sheet of counters. A ‘lite’ edition containing without the map will be available for $8.95.

Right off the bat it looks pretty good - you get lots for $15.95 (even less at the subscription rate).

The 32 page booklet is no longer in magazine format and is more of a booklet. The paper weight is lighter than in the past, although the scenarios are now on card stock. Inside you get two Stonne CG’s, 12 new scenarios (four of which are from an older Paddington Bears Pack), a copy of their Hexagon Time newsletter, a copy of their rules to Combat Stalingrad (as a teaser I guess) and a counter sheet for PdH.

Inside the magazine is an article on Stonne, an analysis of the Stonne scenarios, designer notes by Pedro Ramis, a list of errata and a bibliography. Away from Stonne there is a report from the UK’s Mad Vet convention, and the usual letters to the editor, news, and View from the Turret column.

THE SCENARIOS AND CG

Stonne #7 Down on the Streets: largish combined arms battle on the town portion of the Stonne map. French get OBA 10 Chars 10 H39(L)s and 18 squads against 16 Germans squads, OBA ATguns and 13 Tanks. Your basic capture the town scenario.

Stonne #8 Shattered Lines: infantry battle for Stonne on the Stonne map. 18 French squads against 14 German squads. The French get OBA.

CH 129 A Few Rare Men: the first in a three scenario series. Boards 18 and 20, 9 German squads plus an AT Gun try to kick out 7 French squads from a board 20 building. Germans get OBA.

CH 130 St. Homme Skirmish; second in the three scenario series. The French counterattack on board 42 with 6 squads against 3 German squads. Small unit action.

CH 130 No Quarter at Queniau; the third in the three scenario series. Board 10. French with 8 squads and a couple of AT Guns have to capture the 10Z6 building from 5 German squads.

The Mini CG is basically playing the above three scenarios in order. Similar to the Market Garden scenarios.

CH 131 Blood Brothers: Boards 13 and 40. A river assault by 15 German squads and a couple of INF guns against 13 French and British squads with some carriers and Light Tanks and a 251ber. The Germans get some OBA.

CH 132 Defense of Orphanage Farm: boards 11 and 33. 12 German squads, 4 tanks, OBA and Air Support try to capture the board 33 farm building from 9 British squads with some AA and AT Guns.

CH 133 Group Iron: boards 40 and 18. German glider troops try to capture a bridge before the Belgian defenders can blow it up. 7 German squads begin the scenario assaulting the bridge when 9 German glider squads arrive in mid game to assist. The Belgians get some fortifications and a couple of guns. Looks like time for a Coup De Main.

CH 134 Stormtruppen: boards 22 and 33, the only late war scenario of the bunch. 9 German squads and a couple of Stugs have to clear a couple of Russian squads and 3 tanks. Russians get some fortifications and some infantry reinforcements.

CH 135 The River Dance: boards 40 and 44. A river crossing by the Germans against the Poles. Germans get 12 squads and 6 tanks plus units they can purchase. Poles get 12 squads and a couple of infantry guns. German can either assault the river in boats or rafts or repair a broken bridge under fire. Varied purchases make this one unique.

CH 136 Desperate Stand: a night scenario set on board 3 set during the assault on Hong Kong. 12 British squads with an AT Gun, fortifications and a couple of carriers try to hold off 14 assaulting Japanese troops with armour and OBA.

CH 137 Assault on Fornebu: board 11 and 14. Germans try to land transport aircraft at the board 14 airfield against Norwegian resistance. Germans get 12 squads landing in transport aircraft against 8 Norwegian squads with HMGs.

Ω

INCOMING

Ω

CH VOL 6 NO 2

Paul Kenny

Ω

THE TRENCHES

Ω
BERSERK! 2001 started a bit early for me this year. Late on the Tuesday evening, with the tourney still two days away, I was at Manchester Piccadilly station picking up Sam Belcher. Sam is an American ASL player (who frequents tourneys in the American West, OKTOBERFEST and the ASL Internet Mailing list) who had spent the day travelling by train up from the south of England. Sam had been staying with various British ASLers that previous week and was arriving early in the NW of England so as to take in another museum on his whistle-stop tour of some of the best UK attractions. The next day he and I went to the Royal Armouries in Leeds which is an excellent museum. This is the purpose built overflow for the arms and armour from the Tower of London where display space was limited. Although it only touches briefly on WWII, it has an amazing collection of weaponry both ancient and modern. One of the ‘interpretations’ we saw was the account of one of the Swordfish pilots at Taranto harbour. Entertaining and enlightening. That evening Sam and I got some PTO practice in since everybody in the BERSERK! tourney would be playing scenarios involving the Japanese.

THURSDAY

We arrived at the Skye Hotel in Blackpool in the mid-afternoon of Thursday to find a couple of the guys already setting up a game. By the evening we had a dozen or more familiar faces. For the first time at BERSERK! an event had been arranged by someone other than the main tourney organisers: Shaun Carter’s Fog of War team competition tryout was also the first structured contest of any kind organised on the Thursday evening. One problem with ASL is that the commander of a given side in the vast majority of scenarios knows exactly what the enemy will field down to the last rivet. As I understand the situation, three players on each team were briefed about and given orders for a situation on the East Front late in the war. What they then encountered was often different to what they had been led to expect and, crucially, they were not necessarily aware of their opponent’s Victory Conditions, which all added to the fun. I’m being deliberately vague here so as not to ruin it should the event prove popular enough that it gets run at other weekends. All six of those who played that Thursday gave Shaun the thumbs up and that positive feedback has encouraged him to develop it further.

Dave Scoifie gave me a lift up to Blackpool on Thursday getting me there in plenty of time to catch Shaun “Why use an armoured platoon when a Brigade will do” Carter’s fog of war event. Man, was it foggy. I was part of the Brandenberger Division defending against the 3rd Guards TANK army. Note the caps on the word tank.

Ben Jones

Late Thursday evening I went home to Preston, a few miles inland from Blackpool. It was convenient for me to sleep at home since the next morning I was back in Manchester, or rather on the outskirts, at Ringway Airport. Three Israeli ASL players had contacted me by email and expressed a desire to come to our event. These guys were coming a long way just to attend BERSERK! They arrived with only a few minutes to spare for the kick off of the tourney proper. Over the weekend these boys gave a very good account of themselves with one, Daniel, coming a commendable third. Seeing their reactions to some rules that they had been playing ‘differently’ from the norm was a reminder to myself what it felt like when I attended my first event, the first INTENSIVE FIRE back in ’95 and to realise that I had been playing some rules quite wrong.

THE SHOW BEGINS

At the weekend, we had a couple of no-shows (we received apologetic messages from most of them) and it was apparent by the time our tourney started off that we would have a field of 30, the smallest we’ve had since the first year we ran BERSERK! The way we run the tourney is to initially pair people so the top rated players (as listed on the UK ladder) play the top players from the second half of the field. This avoids having the best players playing the weakest but can unfortunately still throw up a contest or two where one player is heavily outmatched. As the weekend progresses across five rounds, players continue to play opponents of the same or similar record. The idea being that

The prizes at BERSERK! 2001.
played.

Unless we had a first round of shorter than I had been dying to get into tourney play. The reason we had these shorter scenarios was to allow us some meatier scenarios in the evening. These were some medium sized Russian Front scenarios from the ASL Journal which I had been dying to get into tourney play. Unless we had a first round of shorter than usual scenarios, these would never have been played.

SATURDAY

The Saturday morning round was made up of scenarios that we had only relatively recently got hold of. At the end of a January that we lost in ASL playing terms due to my having been ill all month, Steve Thomas (my co-Tournament Director) and I were beginning to get a little worried because we had two rounds of scenarios yet to set. Time was getting short, but then came along three scenario packs from Canada’s Winnipeg ASL players club, one of general themes and the other two based on the exploits of the 1st SS Division. Steve and I selected three that looked promising based on game length and counter density and tried them out. We found them all to be interesting and to be pretty well balanced (after two playings of each scenario) and so we were able to make up a lot of lost ground in not much more than a week by using these three.

There was a small easily resolved erratum in one of the scenarios and an SSR that needed to be clarified with the publishers (George Kelln of WASLC replied within 24 hours to my emailed enquiries and confirmed that we were on the right track). I did get an email in early March from one of our perennial contenders for the top spots to the effect that he had looked at two of these and didn’t think them very balanced. I assured him we had thoroughly tested them and he was reassured.

“Aggressive play through lunch-time drinking”
David Tye

Saturday afternoon came around and with that the fourth round. By now we only had two unbeaten players in the tourney, Toby Pilling and Mike Rudd. It was nice to have Mike attend again. He had been to some of the early UK tourneys and had an excellent win/loss record but his job has apparently kept him away in later years. Toby had won BERSERK! the previous three years in a row. The third round scenarios were a set which had one or more Pershing tanks in a US OB. The idea of including these, quite apart from being fine scenarios anyway, is having the German uber tanks be the under dogs, or at best be on an even footing for once. However one of the three was a Paddington Bear classic, ‘First To See Will...’ (with the usual CH added errata) set in Korea with a brace of Pershings with Sherman support doing battle with T34-85’s, their path crossing minefields and rice paddies. The NKPA are represented by Commissar led Russians and a couple of dare-death squads thrown in for added fun. A few eyebrows went up when the VC’s clause that a draw is possible was noted and players asked us if this would cause any trouble with the placings. Actually, with the style of the tourney we run, the extra half-game can make it easier to split people up to rate them. In any case, as things transpired, the draw results made for a better final round. Toby and Mike had chosen this scenario and the result was a draw. This meant that they remained the only unbeaten players in the game. Although I have a great deal of faith in the ‘Swiss’ system we use, it would have been a shame for one of these two to be the only unbeaten player and be expected to play again on the Sunday, with the possibility that he could still fail to win the event. Although it would have fitted the system, it would have been galling if the only unbeaten player after round four had lost first place in the final round. This is the problem with having only 30 entrants. Toby and Mike played again on the Sunday morning.

SUNDAY

Sunday morning saw the fifth and final round, with two PTO scenarios and a ‘PTO but non PTO’ scenario from BR:T. These scenarios had been the last we had chosen and included the classic ‘The Glory Road’ from the first CH Rout Pak and ‘The Green House’ from Schwerpunkt (another year where the Florida guys provided a load of scenarios for us). By the end, Toby emerged victorious in the scenario and also in the tourney with a 4-0-1 record. Mike’s draw meant he slipped out of the top three but he seemed pretty relaxed, gracious in defeat. We had three players tied on 4-1 and we separated them by looking at the win loss ratio of the opponents they had played. This mean that Dave Schofield came in second with Daniel Kalman in third. Derek Tocher missed out by a narrow margin to come fourth with Mike Rudd fifth.

I think it is important to recognise that the system we use for deciding between two players of like record is very arbitrary and is open to fair criticism. A lot depends on who you have as your first round player when you are not really in a position to choose who you play. Broadly speaking, the players are left to their own devices in the later rounds but we allocate the first round as I described earlier.

In a desperate attempt to get over the stream the three CHI-HAs drive over the wire and into the minefields. If he is to get all three across the British will need to fail to roll a ‘1’ on eighteen die rolls. In fact two of the tanks are eliminated by the AT mines and a third immobilised.

Derek Tocher

The prizes were up to our usual standard, even if I do say so myself. Toby received a signed, framed print of the ABTF cover artwork which had been sent by MMP for the previous year’s event but had arrived late. It had been framed with a surround that really set the picture off, a buff colour. Second place saw a silver cup (just meant to be a token really) and a £25 voucher from our good friends at Second Chance Games of Wallasey for Dave, which will probably cover the price of the upcoming ASL Journal 3. Andy of Second Chance had done some brisk business, shifting a load of second
 edition ASL Rulebooks on the Saturday and the voucher is his ‘thank-you’ to us for access to that market. Third place and a smaller bronze cup to Daniel, who had obviously had a great time all weekend, despite jet lag and the sheer exhaustion that comes from international travel. He was also presented with a Sam Belcher special, a hand made wooden dice tower. I have one (a present from Sam) and they are really excellent. Mike Standbridge received the booby prize (some toy soldiers) with good grace. We had also received a copy of the first edition of Paratrooper from Leisure Games for use as a prize. However, since everybody seemed to already have it, we’ve decided to break it up to provide a couple of sets of counter cards for people who have travelled a long way and couldn’t bring theirs.

AWAY FROM THE TOUR-NAMENT

That covers the tourney side of the event but there was more to BERSERK! than just the tourney. Two players decided to try one of the Blood Reef: Tarawa CGs and that was played over most of the weekend. There are also a number of us who aren’t in the tourney for various reasons who are at the hotel (do you mean me :-) - Pete), and folks who can only drop in for one day. In past years we have been able to accommodate some late comers to the tournament but this year things didn’t pan out as before. I had warned Andrew Dando of this in advance and he was pretty relaxed and came prepared for some free gaming. He had brought the boards and overlays for a scenario which he had read Brian Youse recommending on the ASLML: ‘Forth Bridge.’ Andy and I played this on the Friday evening and Saturday morning and I can certainly recommend it to anyone looking for a little novelty. The scenario involves a bridge laying Churchill funny and is very well paced and balanced. Tension mounted as my bridge laying tank took some damage to the bridge superstructure, making laying it an uncertainty. As it worked out, the bridge got placed OK and I won the scenario, but it was a really good experience and also a nice introduction to playing Andrew whom I have known since the first BERSERK! but never played. It is pity that ‘Forth Bridge’ is way too big to be in a tourney.

I had played Domininc McGrath before but had been trying to arrange a rematch over the BERSERK! weekends for a while. We chose a scenario from HOB’s High Ground pack (none of which I had actually played despite getting the pack when it was issued). The scenario ‘Speed Bumps

Had a great time in Ireland and England. My daughter’s wedding went off without a hitch, met the in-laws, etc. We drove over toward the West and saw some of the Irish countryside - stayed at a nice bed and breakfast, etc. Then I went to England and I was hosted and guided around by some very nice people.

Lee Brimmicombe-Wood: Picked me up at the airport, fed me, gave me a place to sleep for three nights AND Lee took me downtown and we saw Motors Books (you HAVE to go if you get to London, but expect to be carrying books when you leave), the national Gallery, the national portrait gallery, Trafalgar Square, the British Museum (don’t forget to try our the echo in the reading room!), went to see “Enemy at the Gates” (entertaining film, BTW), and dinner at a restaurant with a French name that serves Polish and Mexican dishes. (And that was just the first day!) In the end, I decided to stay with my wife.

David Schofield: This man doesn’t seem to have a “real job”, but he put me up in his game annex and slaughtered me in a couple of quick games. I was very glad I went, because I got to see the tank museum in Bovington. Fabulous museum - go even if you’re not into tanks. David is a first class guy and a good ASL player to boot.

Trevor Edwards: Geeky Guy First Class: This guy has every Star Trek product ever made. As well as every X-Files product, and quite a few Star Wars items too. Oh, yeah, he’s also a heck of a nice guy and was kind enough to pick me up at the train station in Manchester (instead of Preston - because Britain’s rail system is “interesting”!). We went to the museum (Armoury at Leeds) and that was cool - but the gift store was closed for inventory. The sign said they were “sorry for any inconvenience” this might have caused. Inconvenience!!!!!???? I travel 4000 miles and am going to be there exactly one day and that’s the day they pick to do inventory? They had some cool stuff at the store - like reproductions of guns (rifles, pistols, etc) and a pewter model of an 88 about 12 inches long... And I couldn’t buy any of it. :( But Trev made up for it. He took me to the “fla market” in Preston where I found some way cool planes (woodworking planes, not flying ones) that I bought for next to nothing. These were old wooden tools and might actually be worth big bucks in the states - but if not, I can use the tools.

Trev slaughtered me in a PTO scenario - but it was good review because I’d be playing Japanese at BERSERK! too.

Then there was BERSERK!! Nice tourney, nice people. Baaaaaad bathroom in the bar. Might as well pee on the wall. :)

Ian Daglish: Ian took me home after the Berserk! tourney. Met his family, enjoyed their hospitality and learned a little bit of history of the area from Ian. On Monday, we went to Chester and saw a “Roman Experience” museum, shopped, etc. Met one of Ian’s friends at a pub, had a very nice time.

Finally, I returned to Dublin for another day in town. Shopping, walking around, got to the National museum and the Natural History Museum. The national museum has some very interesting stuff - from stone age to Vikings to war of Independence.

Once again, my tanks to all who hosted me, even those of you who beat me (wait, that was all of you). I’ve left out TONS of things I saw and did - but people were extremely nice and went out of their way to help me out. Belonging to the ASL community is kind of like being a member of a small church - wherever you go you have this “connection” with some of those geeky, nerdy, ASL-dudes....

I’ll be back (to Europe, I mean).

View From

Andrew Dando (left) takes on Trev Edwards in ‘Forth Bridge’. 

Along The Tiddam Road’, has a small force of Japs defending the hill from an all-sides assault by Gharukhas on foot and other Brits in loads of carriers. Dominic suffered greatly as I rolled really low with long range MMG fire and shots from HIP units revealing themselves, causing great casualties to his leaders especially. I had misread the British entry conditions and found
myself having to scramble to make the 360 degree defence work, but the hill is so large that I got a turn or two before the Carriers were up close. I was able, over the whole weekend, to finish this one and I can recommend it also, as well as Dominic who took the loss well.

I was also able to get a full game in against Sam Belcher on the Thursday which I won and finally I got another game in against Pete Phillips. We chose a scenario against Pete Phillips. We chose a scenario

As mid-day approached I popped to the pub across the road, drawn by the lure of the Man United-Liverpool game live on SKY. Which was a great game, shame about the result :-((

And then it came to pass that out of the West came the one whose name was Belcher. And the multitude came again unto the Keeper saying unto him, “Is this not a strange and great thing that one has come from the West unto the tables of the Inn of the Heavens Under the Skye that is called by name Belcher?”

So, on a personal note, I went 4-0 and saw each time.

And lo, out of the East came the Israelites unto the place of the Rock and the Tower which was Black. And their dice were great. And their white die was as unto the house of twenty cubits, and their coloured die was as unto the brick outhouse of twenty five cubits.

And said they unto the Keeper of the Inn of the Heavens under the Skye, “Witness our great dice, and know ye that when cast they do follow the way of the snake. And follow them never the way of the boxcar.”

And wisely spake the Keeper unto them. “Know ye not the dice by the measure of their cubits, nor yet by the foretelling of the way of the snake. Verily say I unto ye that ye measure the dice by their dots and not by their cubits be they ever so great; measure ye them by their dots on the table of the place of the battle.”

And the Multitude were quieted and did return to the tables of old and yea be brothers unto us the Word. And the Word is that ye may follow the Temple of Many Columns. And the warrior and the prophet have vouchsafed unto them the writings of the Fathers of the Green Wood and of the Hill, who begat the great Mac, who begat the prophet whose name was Cocke who did cast out the Blasphemer whose name is as the Fruits of the Fortress. And the great light and has exalted the the prophet Cocke who did overcome the Blasphemer whose name was as the Fruits of the Fortress. And the mighty Ball who is called Curt. And he has seen the way of the boxcar.

And and wisely spake the Keeper unto them. “Know ye not the dice by the measure of their cubits, nor yet by the foretelling of the way of the snake. Verily say I unto ye that ye measure the dice by their dots and not by their cubits be they ever so great; measure ye them by their dots on the table of the place of the battle.”

And the Multitude were quieted and did return to the tables of the Inn of the Heavens Under the Skye saying “We fear not these dice, nay, notsoever be they forty cubits or fifty cubits, nor if they be as the public washhouses of Beersheba or of Preston.”

For the Keeper’s words echoed to them the writings of the Fathers of the Green Wood and of the Hill, who begat the great Mac, who begat the prophet whose name was Cocke who did cast out the Blasphemer whose name is as the Fruit of the Fortress.

And the Keeper was troubled for he knew not the one who was called Belcher. And he grieved knowing not the tablets that Belcher worshipped. For there were among the Multitude many who followed the tablets of old and yet besides were there many who followed the tablets of the Temple of Many Columns. In fear did the Keeper weep and rend his vestment in lamentation, for he suffered not the followers of the Table of Many Columns to enter into the Inn of the Heavens under the Skye.

But Belcher calmed the Keeper, and quoth unto the Multitude, “Rest ye and be attentive. I speak of the Way that is to come. Know ye verily that in my land of the West is a warrior of the Club and the Sling and yea also of the mighty Ball who is called Curt. And he has seen the great light and has exalted the the prophet Cocke who did overcome the Blasphemer whose name was as the Fruits of the Fortress. And the warrior and the prophet have vouchsafed unto us the Word. And the Word is that ye may follow the tables of old and yea be brothers unto they who follow the Temple of Many Columns.”

And the Multitude rejoiced, and all but the Keeper did rejoice; though he rejoiced not, having lived in great fear and dread of the Temple of Many Columns.

Here endeth the Lesson.
THE SCENARIOS

Looking at the scenario results I’m rather surprised to see the results we got for some of them. ‘An Arm And A Leg’ was 14-12 on ROAR (an Internet record of playings we look at when setting the scenarios) prior to the event, while ‘High Tide At Heiligenbeil’ was 15-15, so there was little to make us expect results like the 8-0 and 6-0 these returned at Berserk! The result for ‘Off To The Crossroads’ made me jump though! This scenario sees a Canadian force of seven Shermans and supporting infantry attacking some Fallshirmjäger who are reinforced after a while by four PZIVF2. These German tanks must take a TC each time one of their number is destroyed, failure of which will see all of the remaining tanks recalled. There is a +1 DRM for each tank lost. This made a few players question the recall. There is a +1 DRM for each tank, failure of which for ‘Off To The Crossroads’ made me jump though! This scenario sees a Canadian force of seven Shermans and supporting infantry attacking some Fallshirmjäger who are reinforced after a while by four PZIVF2. These German tanks must take a TC each time one of their number is destroyed, failure of which will see all of the remaining tanks recalled. There is a +1 DRM for each tank lost. This made a few players question the recall. There is a +1 DRM for each tank, failure of which would be an advantage. So, despite being convinced that this was really well balanced, going into the weekend I feared a set of results heavily favouring the Canadians. As the results came in, some players of the German side in this scenario reported that they had indeed had their AFVs recalled after losing only one but in all cases, enough damage had been done to the Allies to prevent the win. And all the results went the German’s way. Who would have thought?

AFTERMATH

Well, that’s it for another year. My one point of concern at the moment is the ever decreasing numbers we’re seeing at ASL events as time goes on. This year saw our lowest attendance figure since the very first years of Berserk! in ’97 and ’98 and INTENSIVE FIRE last year fared almost as bad as we did. I did get a lot of apologetic emails from one or two of the faces we’d regularly see apologising for being too tied up with house moves, new kids and the like and it is apparent that the weekend falling on the financial year end didn’t help. But the guys from Blackpool were practically no-shows as well. What a shame.

I get a lot of thanks directed at me during and after the BERSERK! weekends, but I find myself having to remind people of the fact that the event itself is largely controlled over the actual weekend by my partner in crime, Steve Thomas. For the second year in a row Steve didn’t play a single game whilst the tourney was on. He deserves full credit for what he does each year.

Many thanks to Trevor Edwards and Steve Thomas for running an excellent and enjoyable tournament. Thought the ‘atmosphere’ was most convivial and great to see all the guys again. Scenarios worked very well.

David Schofield

Shortly after I arrived at the hotel at the weekend, the proprietor took me to one side and told me that he had sold the hotel and that he had stayed on just long enough for our weekend. The new owner came to see me that weekend (promising that he was prepared to do this) and we agreed to talk this summer about next year’s event. He seemed quite keen and we’re both hopeful that the event can only get better in terms of facilities, quality of beer (no problem there, they stock up on Newky Brown just for me :-)), and light levels.

THIRD PARTY PRODUCERS UK AVAILABILITY

As well as editing VFTT I also help to distribute those third party products not generally available in the shops over here.

The prices are as follows, and are effective until the next issue of VFTT:

Leistandarte Pack 1 £7.00
Leistandarte Pack 2 £7.00
WinPak 1 £7.00
O/S - Out of stock temporarily

Add 50p per item for postage and send your payment made out to Pete Phillips to The Crusaders, 49 Lombardy Rise, Leicester, England, LE5 8FQ.

For the latest on stock availability telephone me on (0116) 212 6747 (as usual evenings when Man United are not playing are your best bet!), or email me at pete@vftt.co.uk.

UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

To purchase other third party products such as Critical Hit, Schwerpunkt or Heat of Battle contact any of the following shops.

LEISURE GAMES, 91 Ballards Lane, Finchley, London, N3 1XY. Telephone (020) 8346 2327 or e-mail them at shop@leisurgames.com.

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6N3. Telephone (0151) 638 3535 or e-mail them at 2ndchngames@currantbun.com.

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

BERSERK 2001 PLACINGS

BERSERK 2001 - SCENARIOS

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* Tournament scenario

1 Toby Pilling 4-0-1
2 Dave Schofield 4-1 (33)
3 Daniel Kalman 4-1 (27)
4 Derek Tocher 4-1 (24)
5 Mike Rudd 3-1-1 (36)
6 Josh Kalman 3-1-1 (19)
7 Neil Stevens 3-1-1 (28)
8 Wayne Bammer 3-2 (22)
9= David Tye 3-2 (28)
9= Paul O’Donald 3-2 (27)
10 Dominic McHugh 3-2 (25)
11 Steve Crowley 3-2 (24)
12 Keith Batson 3-2 (21)
13 Paul Ketlewell 3-2 (19)
14 Steve Thomas 3-2 (19)
15 Russell Gough 2-2-1 (28)
15= Brian Hooper 2-2-1 (29)
17 Ben Jones 2-3 (29)
18 Ran Shiloh 2-3 (26)
19 Bob Elbury 2-3 (25)
19= Justin Key 2-3 (25)
21 Adrian Catchespie 2-3 (24)
22 Ian Daglish 2-3 (22)
23 Nick Quinn 2-3 (22)
24 Ulrich Schwa 2-3 (18)
25 Bill Eaton 1-2-2 (19)
26 Shaun Carter 1-3-1
27 Sam Belcher 1-4 (26)
28 Paul Legg 1-4 (24)
29 John Kennedy 1-4 (18)
30 Mike Stansbridge 0-5
There have now been 1300+ games played at the INTENSIVE FIRE and BERSERK! tournaments over the last five years and there are 46 players who have played 20+ games and 18 who have played 40+. The largest number of games recorded is 72 (by your laddermeister). The top 10% of players have ratings of 3285+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2830 while the bottom 10% of participants are rated 2695 or less. These numbers have remained essentially invariant over the last three years and the distribution of results is essentially Gaussian about 3000.

The hot news after BERSERK! 2001 is that once again we have a new ladder leader. Toby Pilling has regained his top slot after going undefeated yet again (though he did 'suffer' a draw result against Mike Rudd in the fourth round). Toby’s points score, 3900, is the highest ever achieved on the ladder and he is 120 points clear of his nearest rival, Mike Rudd.

<table>
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The Crusaders Open ASL Tournament Ladder

BERSERK! 2001 Update

Derek Tocher

The hot news after BERSERK! 2001 is that once again we have a new ladder leader. Toby Pilling has regained his top slot after going undefeated yet again (though he did 'suffer' a draw result against Mike Rudd in the fourth round). Toby’s points score, 3900, is the highest ever achieved on the ladder and he is 120 points clear of his nearest rival, Mike Rudd.
The tournament saw the participation of three Israeli ASLers and one of them, Daniel Kalman, went 5-1 for the weekend and appears at 18th on the ladder. The American celebrity ASLer Sam Belcher (well known to all subscribers to the Internet ASML) also attended and went 3-5 and ended up in 116th place with 2880 points. The strongest performance of the weekend though went to tournament director Trevor Edwards, who went 4-0 in ‘friendly’ games and collected 315 points, promoting him from 70th to 12th place. Other strong performances were shown by Wayne Baumber (+255), Ben Jones (+240), Dave Schofield (+205 and a 7-1 record, only losing to Toby) and Paul Kettlewell (+200). On the down side Shaun Carter lost 300 points almost exactly wiping out his improvement after INTENSIVE FIRE 2000. Mike Stanbridge lost 255 points over the weekend and picked up the prize for bottom place, and your laddermeister went 4-2 but nevertheless lost 215 points to drop him from top slot to sixth. Pete ‘VFTT’ Phillipps continues his recent slide losing 130 points and dropping 30 places.

Without further ado here is the ladder as of 6 April 2001.
This concluding part of my article trilogy is going to look at Campaign Games. To be honest, that’s about the only introduction it needs. One thing I will say is that I haven’t actually played that many CGs. In fact, by the end of this I’ll have summarised my thoughts and recollections of every single one I have ever tried. So without further ado, let us begin with my first, and biggest, The ‘Mother of all Campaign Games’: Red Barricades.

Red Barricades

I shall always have a fondness for this game. I even remember buying the module, I think from the Leisure Games stand at one of the two big war games conventions in the country, Salute or Colours. The box was shop soiled, so it was reduced in price, which was the final factor that persuaded me to buy it. Seldom have I made such a wise purchase.

My love of historical map boards is now well known and this was the first. In various flats I have lived in the Red Barricades map has even adorned my bedroom wall as decoration. How sad is that? It is beautiful though – a work of art

One moves German counters around gingerly, expecting at any moment to blunder into mines or the line of sight of a hidden HMG. When playing Russian, one’s visage tends to set into an implacable poker face. Each German move is slowly contemplated, with an occasional raised eyebrow or smirk for unspoken commentary. A silently raised hand to indicate the opponent should pause momentarily sees his shoulders tense in anticipation. The subsequent terse nod to indicate he may continue does not see him relax.

This is a war of nerves, make no mistake.

As for the actual mechanics, the close in nature of the fighting makes it a very brutal game. The uncertainty of war is captured very well in the endless possibilities for fortification purchasing the Russian is allowed. It presents opportunities for combined arms battles, even involving aircraft. Night assaults are also available, which is always a positive factor.

The game does have weaknesses and flaws though. I never liked the way that during the Refit Phase both sides have complete freedom of movement to reposition their forces behind their own lines. This is a factor that is not only unrealistic given the close quarter nature of the fighting but gives a large advantage to the attacker. I would also agree with Mike Rudd’s view that the preponderance of machine gun kill stacks is unrealistic and obscene. Lastly, the sheer scale of the game can be a drawback as well as an attraction. Playing the whole thing, assuming one player did not concede before

set up an enormous stack of HIP Assault Engineers on either side of a factory interior wall. On turn one he revealed his, placing a demo charge to breach the wall. I could only stare in amazement as the subsequent attack revealed and pinned my men, just in time for his flame-thrower to open up...

Despite my hammering I did enjoy the campaign and learnt a few lessons. Those were of course my formative ASL years.

I like Red Barricades for many reasons. The atmosphere is awesome – you can almost smell the brick dust and cordite. One moves German counters around with realistic counters. My only other memory of that first game was my AT gun in a fortified upper level building location, pinging shots off a STUG, which shrugged them off contemptuously before lurching out of sight. Not a marvellous start. To fill the widening gaps in my lines I opted for the conscript option but it was all to no avail. I think the game lasted about three dates before I bowed to the inevitable. If, however, I had decided to sit tight and wait for the enemy to come to me, it might have been a vastly different story.

I remember it taking me forever to set up a defence. Sadly it took a fraction of that time for it to collapse. I recall an enormous German assault on the Western edge, preceded by a 150mm OBA barrage, which landed on target with full battery access, even after an extra chit draw. My only other memory of that first date was my AT gun in a fortified upper level building location, pinging shots off a STUG, which shrugged them off contemptuously before lurching out of sight. Not a marvellous start. To fill the widening gaps in my lines I opted for the conscript option but it was all to no avail. I think the game lasted about three dates before I bowed to the inevitable.

It’s funny how certain incidents in scenarios stick in your mind. I recall regarding it as a great moral victory when I managed to set up to avoid a Nebelwerfer attack. I correctly guessed Mike would use and even predicted the hex he would pre register. The only casualties were a few dummy counters. My only other consolation was exploding a HIP demo charge set in a cellar, which rubbed an entire building onto the heads of some German assault engineers.

By far the most amusing episode though was when Mike and I incredibly each

This is a war of nerves, make no mistake.
the various hill contours, where green lightens to yellow, which darkens to orange and red/brown as the levels rise. I’ve always found it simple to appreciate at a glance the lay of the land because of that. My main gripe with Stony Heights from Critical Hit is that it did not follow the same pattern.

Ironically, though the terrain is the most open of all the official CGs, the dense mist turns this game into another close quarter battle. It does require constant and decent mathematical computation to work out the LV hindrance levels for each shot. The movement of vehicles is also restricted a lot by the soft ground but at least there are plenty of them available.

As for how the campaign panned out, well, I did better than my Red Barricades efforts (but that’s not saying much). I attacked too cautiously with the Germans and although I eventually took the sanatorium, it was too little too late.

Several events of note occurred: I remember purchasing a 150mm OBA module to blast him out of the sanatorium, only to roll box cars with my first contact attempt. Mike then set up a Sherman in the sanatorium, which I managed to brew up. The ensuing blaze caught hold and burned the whole building down! My SS panzer grenadiers were later huddling in the smoking rubble when the Americans counterattacked. The most hilarious event was when he purchased fighter bomber support. I thought the mist would protect me, but it gradually decreased in severity until on the exact turn they arrived, it vanished. Not only that, but he had to get three of them, with bombs…

I don’t want to bemoan my misfortune though. I was outplayed but enjoyed the whole experience thoroughly.

The great thing about this CG is that each side gets to both defend and launch a major assault. There are also lots of different purchase options and neat kit to buy.

It does have a major drawback though. Or rather, it did have.

When KGP II came out, the purchase scheme for the first game had been amended. It wasn’t errata. Rather it was changed because the campaign I had played had been found to be unbalanced towards the Americans. I’d always thought that they were allowed heaps of cheap infantry. This was now made more expensive.

Full marks to Avalon Hill for belatedly realising this, but it did make me feel a bit sour. I’d played the whole thing with the odds stacked against me.

Hey, perhaps I wasn’t outplayed after all (grin).

**Kamfgruppe Peiper I**

In the early nineties, I spent a year on the dole. As well as polishing off a part-time course at University and conducting a perfunctory search for employment I played KGP ‘CG I Clash at Stoumont’ against Mike. That campaign game is my abiding memory for that whole, otherwise uneventful year. With so much time on my hands I became completely absorbed in it. My weekly visit to the benefits office should have sounded like this:

“So Mr Pilling, what work have you been looking for?”

“Work? I haven’t got time for that! The 1st Waffen SS, Liebstandarte Adolph Hitler Division requires all my energies. The breakthrough in the Ardennes won’t happen by itself, you know!”

I’m not quite sure they would have appreciated my honesty.

Anyway, with regard to the game itself, it is a corks. The map is another beautiful one, introducing a couple of innovations for the first time – slopes and barbed wire fences – both welcome additions. I also really like the colouring of

Hey, perhaps I wasn’t outplayed after all (grin).

**Pegasus Bridge**

I’ve actually played both the Campaign Games in this module. The first, ‘Coup de Main’, was against Mike just before I left Newcastle for good. It’s the one that starts at night with the glider landing and I played the Germans.

The interesting thing was that a year or two before, we’d played the Pegasus Bridge tournament scenario, which I somehow managed to win. I think having one of Mike’s gliders plummet into the canal was a contributory factor! I don’t actually remember that much about the campaign, mostly because we never completed more than a couple of dates. I certainly didn’t get a hammering though, as my defenders fell back, containing the British as best they could.

The second game, ‘Hold Until Relieved’, was a little more memorable. This was against Peter Bennett and is the one that starts at dawn, after the glider assault has already taken place. I played the British this time and recall making my first objective to wipe out any remaining Germans in Le Port. Peter then surprised me by sending in a company at an added six CPPs to reinforce them. The close in nature of the buildings however makes mopping up this group eminently possible for the high morale, high firepower paratroops. After erasing them, I turned my attention to building a strong wall of troops in Benouville and even managed to launch an offensive there. Again I think this campaign then ended as Peter resigned, feeling that although he could play on, it

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would only be for the sake of it.

Those then are my memories of the games. Both very short, with no time really to get my teeth into them. That was a shame, because I do feel this campaign has a lot to offer.

The map sheet itself isn’t the most inspiring. It is good, functional and accurate but not as pleasing to the eye as many others. The good thing about it though is that as there is only one sheet, you don’t have to worry about matching up the hex rows of two separate maps.

It is definitely one of the smallest official HASL CGs, but I see that as an advantage. It is ideal for the less experienced player to try as an introduction to campaigning. It is also eminently finishable in a few evenings, not therefore requiring campaigning. It is also eminently finishable player to try as an introduction to advantage. It is ideal for the less experienced

On the minus side, I’m not the greatest fan of the first game, ‘Coup de Main’. The problem is that the freedom the German has in setting up west of the canal with the bridge force encourages unhistorical gamesmanship. It becomes much harder for the British to do as well as they did in the actual event with a fire lane running down the bridge, for example. For that reason I feel it is better to play the historical night scenarios in the module to gain a taste of that struggle. For a decent campaign, just play the second game. Apart from the lack of OBA and the aforementioned dearth of reinforcement choice the British suffer from, it is excellent.

Gavutu-Tanambogo

Inserting this mini HASL map and campaign in the ASL Annual ’93b was stroke of genius. The map overlays are very nice and the game concept is a good one. Both sides have some very interesting choices to make and it is almost the perfect precursor for anyone who wants to play the Tarawa campaign. For a long time I’d wanted to play it and finally got the opportunity against Peter when we thought we’d have a bash at reading the cave and sea borne assault rules.

When Peter made his choice to attack the obviously stronger island, I raised an eyebrow. If I couldn’t dish out some damage at this point, I never would.

To be frank, it was carnage. I shredded a lot of his landing craft and his men took a hammering as soon as they set foot on solid land. Peter conceded a few turns in.

It was certainly a risky strategy and one that obviously didn’t work. I think I would have gone for the more cautious mop up of Gavutu first. Having said that the game masked a factor, which is extremely important for the determination of eventual victory but never came into play. A factor that I never saw mentioned even in the article written by the play testers: Demolition charge numbers.

The Americans basically have to destroy all the cave mouths if they want to win. Ok, they may get one with naval OBA or an aerial bomb if they are lucky but usually it will come down to blowing them up with demolition charges. There are twelve cave mouths and a total of nineteen possible demo charges. It seems to me that if the number of demo charges ever drops below the number of cave mouths, the Americans will find it almost impossible to win. The Japanese player can also deliberately target demo charge carrying landing craft and units to reduce that number. This is a weakness I feel of an otherwise excellent little campaign game.

Gembloux – The Faint

‘Lost Sentinels’ is the name of the campaign game in this set of scenarios. They depict some fighting in Belgium in 1940 between the French and Germans, especially the armoured clashes. Pedro Ramis, who also wrote the Stonne Heights pack for Critical Hit, wrote GTF.

This was the first campaign I played using the Platoon Leader system operated by Critical Hit. It is largely based on the campaign rules from the official AH/MMP CGs, though with one important change: redeployment between CG dates is limited.

I mentioned earlier my dislike of the ability of units to switch position between fights, at least behind their own interior lines. Wiry players digging or purchasing foxholes to link up set up areas through a string of strategic locations often exacerbated this problem. To their credit, Critical Hit attempted to correct the position somewhat. What they did was insert virtually another phase after the completion of a CG date but before purchases. This involved re deploying units within certain limitations, so that infantry could be moved a few hexes with AFVs a few more and guns a few less. A good idea, which I generally support, even though it can be time consuming. What I don’t like though is having to roll for each unit as it re deploys, on the off chance I get a double six. I would recommend ignoring this rule for units within their own set up areas to save time. The only other problem I have with Platoon Leader is the preponderance of leaders that tend to be generated and their inevitable battle hardening. Leaders with minus 2 or 3 leadership modifiers can dominate campaigns; especially the smaller ones that Critical Hit tend to concentrate on. Again I think it may be wise to institute a house ruling banning 10-3s and allowing a maximum of one 9-2 per side.

The campaign I played against Peter was another unfortunately brief affair. This time it was my turn to concede in a handful of turns as I found it impossible to take out the French Somua tanks. To be fair I think I made a hash of the German initial purchases, so it shouldn’t be seen as completely
unbalanced. It does use the normal geomorphic map boards to represent the terrain, which was interesting to try though obviously not as good as historical map sheets. It seems worth giving a go but I imagine these days that players wanting a 1940 CG will simply go for the Stone Heights option, despite the dodgy colour of the hill levels (grin).

The Grain Elevator

Another mini-HASL campaign found in a magazine. This time it was from the Critical Hit 1997 Special Edition, featuring the grain elevator in Stalingrad.

At least in this one Peter and I got one CG date completed! That was our lot though. I played the Germans and inched forward throughout the first period. Come round two, the game came to a swift conclusion as a hidden demo charge exploded in a hex I’d just set up in! It was left over from the previous date. As that took out a good proportion of my best troops, I resigned with disgust.

I suppose the moral of the story is to always search, which is fair enough. Has anyone noticed though that the search rules seem to imply that only ground level and above locations end up revealing their contents? How does a HIP demo charge in a cellar get revealed, in that case? Does it lose HIP as a fortification? In which case it becomes revealed by a LOS to it, which seems rather pointless. It is a part of the rules that I’ve never been clear on.

I’m really only covering this CG for the sake of completeness. The map isn’t beautiful to look at but the game itself seems playable. Looking back though, I think I’d have preferred just playing the historical scenario based around it, rather than the CG.

Readers may find it interesting to note that no campaign game I have ever played has ever gone the full distance. Most have lasted a fraction of that. Is this a common experience, I ask myself?

Conclusion

That then concludes my look at scenarios and campaign games in ASL. I hope readers may have found it vaguely interesting, amusing or thought provoking. One of these days I’ll open myself up to universal criticism when I move in to scenario and campaign design myself.

One of these days…

JASL is a Java program that allows you to play ASL against your computer. The current version only allows you to play as the attacker in ‘The Guards Counterattack’ or ‘Commando Schenke’, and only the basic rules have been implemented so far. There are also a number of bugs to be worked out but the initial release is very promising.

Leaders Are Stout II

Another counter-intuitive rule

Wayne Hadady

I use “reality fantasies” to help me remember the game mechanics. Last issue I told you how a few situations, on first encounter, had me thinking, “Yeah, right”. Here’s a new one.

An SMC can carry two DCs 5 hexes without CX. A stack of 5 SMCs could carry 10 of them. But a HS (ostensibly about 5 men) possessing 10 DCs cannot move even one hex, owing to the load.
I lived in Jerusalem for a while and have been really looking forward to this for ages.

The packaging is the standard CH folder and feels really heavy, makes you feel like you may be getting your moneys worth. At £42 it’s not cheap but I think that for a “module” where you get the entire Israeli OB up to 1956 it is fair enough. The cover is of some flag raising somewhere – anyone know where? Inside is a historical map of map of Jerusalem, 15 scenarios, three counter sheets, a rules booklet, and a scenario turn counter/perimeter map - this is done in shades of blue and may be hard to photocopy.

JERUSALEM

The map is the standard CH size with an added extra 4 inches on the left with inside-RB-cover-style-explanation-of-counters-diagrams. CH really seem to have tried hard to distance themselves from ASL imagery, the counters are totally different but well explained and it takes about 5 minutes to get used to them. The map shows the entire old city. The only problem I have with this are the streets, they are all narrow - this is correct, you couldn’t drive a car up them - the Arabs have tiny tractors to move merchandise up the streets to stalls today. However the streets are not straight and LOS is severely restricted - I remember that if you go up on the walls the Israelis have OPMG posts at the head of many of the streets that have great LOS.

The map has 12 levels from 1 in the south east to 12 in the west, level 12 being topped by 3 level Notre Dame - so 15 levels in all - get your LOS calculations sorted.

It’s a shame the map doesn’t include Mount Scopus or Mount of Olives - great LOS into the city but this would have been too big. I understand the fighting in 1967 involved these hills and maybe the next module will include them. Overall the map is great, real infantry territory but with enough OG outside the walls for Arab AC’s to cause terror.

The kibbutz overlay is a really big ‘Waco’ compound. Bring on the flame tanks.

COUNTERS

Israeli infantry 436 (C), 437 (2nd) 457 (1st) 558 (E) and 638 (E or paratroopers) loads of leaders and SW’s. Vehicles - loads of Sherman variants, home-made AC’s and armoured trucks, AMX tanks and assault guns. Ordnance – home-made mortars and other variants, Egyptians - use Russian infantry and variant armour. ALA - use Italians counters. The Arab Legion use British counters. It seemed a waste to include the non-Israeli infantry as you don’t really get enough to play more than the scenarios with. I think that it would have been better to flesh out the Israeli OB more. Still good quality counters and I am glad I have the Israeli OB.

RULES

The rules booklet contains CG rules and SSR’s for new territory, as well as vehicle and ordnance notes. One of the funkiest rules is the advent of the Israeli “Molotov Cocktail Tank Hunting Hero”. Just like a Japanese THH but with a Molotov. Sweet.

Loads of vehicle notes and interesting-to-read-bits. The French eh, crazy - they design a nice little fast tank like the AMX 13 (20mp, 75LL gun 4/2 AF) and they give it a loopy 12 shot magazine autoloader that means when they run out of ammo (B10, or option to record 12 shots) the crew have to get out of the tank to reload - mad.

SCENARIOS

Sons of Galilee 40 43, defend the kibbutz (home of Moshe Dayan) against Arab combined arms.

Locust Swarm - defend a hill (just by my first kibbutz!) from 13 Egyptian AFVs in various states of disrepair

Etziongrad - defend fortified Kfar Etzion against 14 Arab squads and 11 vehicles; historically the defenders failed and were massacred, should provide a bit of impetus to defend well.

Buying Time - defend Yad Mordechai against the combined Arms Egyptians driving on Tel Aviv looks a good one.

Triple Play - seems pretty non descrip, 33 + 43 olive groves and loads of mines.

Trapping Nasser - Night attack by good quality Israelis on dug in Egyptians, let your flame-throwers light up the night, looks a good one.

Fatih Allah - river crossing i think, looks pretty non-descrip.

I dream of Jenin - a big one, boards 13 24 15. 29 Arab squads and 8 vehicles defend and attack 24 Israeli squads and 10 vehicles, both get to attack and defend, looks great.

Gate Crashing - one of only 2 scenarios set on the Jerusalem map smash an Israeli convoy into Al-Quds at night against molotov throwing Arabs. Interesting SSR - the Israelis have their IPC reduced to 2 to represent the supplies they were carrying for the isolated defenders.

No time to be Thamed - 1956 Sinai, desert scenario, 2 AMX 13’s and 8 ½t’s with 8x 638 para squads must rush past/overrun 14 Egyptian squads with *loads* of SW and 3 82mm Recoilless while attacking out of the sun in a classic desert scenario. Both sides have good toys.

Ambush at Mitla - My favourite based on looks alone. represents Ariel “trouble - who me?” Sharon’s ill advised battalion sized small patrol into Egyptian held Mitla Pass, Loads of paratroopers halftracks in convoy suddenly hit from both sides by entrenched Egyptians. I will play this soon and let y’all know what happens.

Final Act - 5 t34/85’s against 4 shermans and an AMX 13 and some BAZ squads in the desert.

The Monastery - Short of ammo Israelis defend the Notre Dame monastery on the Jerusalem map.
O JERUSALEM!

The CG is six CG dates long and sees both sides battling for control of the Jerusalem in May 1948. The Israelis start off isolated in the southern portion of Old Jerusalem with their backs to Mount Zion while the Arabs control the rest of the city and the majority of the rest of the map. The Israeli Friendly Board is edge is the west edge, the Arab FBE the north and east.

I bought 2 irregular platoons (436 fanatics with MOLs) and a Palmach 1st Line platoon (558 w. DC). They were brought to rush Mount Zion and secure Zion Gate so my benzonim don’t suffer from the Increasing Ammunition shortage.

Wayne bought 3 ALA (Arab Liberation Army) platoons (346’s with MOL) and an ALA youth platoon (336’s with MOL). His MMG and HMG were set-up to cover Jaffa Gate and the open ground which I would have to cross to get Mount Zion.

The game starts with Wayne’s reinforcements rushing from the North and East to Secure Notre Dame (and Thus Damascus Gate) and two platoons sprinting to get to Zion Gate. Some probing movement around my positions next to Jaffa gate doesn’t really get him anywhere.

My reinforcements come on in the South West with 3xLMG’s + 1/2 squads w. 9-2 taking up position to gun down the MMG squad covering the approaches to Mount Zion. Wayne seems to have forgotten mandatory fire direction so his HMG doesn’t get a shot and his MMG rolls high thus letting my guys rush across the Bethlehem road and up mount Zion - one HS HOB’s twice so now I have a hero and a mighty 237 HS.

In the city the Arabs jump into some H2H CC and get stuck in some time consuming Melee.

Meanwhile on Mount Zion a foot race has developed between the conscript Arabs and Jews, 3MF sucks, especially when your Israelis have to pass a TC to shoot over their normal range.

The Israelis win the footrace and when Wayne mistakenly AM’s in open ground - sneaky LOS, and I manage to break the rest of the platoon he is in trouble and Mount Zion is mine. I rush a Hero and leader forward and a couple of squads and fail to rout a whole platoon and leader and scavenge his LMG.

Meanwhile within the walls the fighting is starting to take shape. The Arabs are disadvantaged by the looting TC, whenever conscript Arab squads take a Building from the Israelis they have to pass a TC unless accompanied with a leader other wise they become TI while looting. This leads to movement in stacks with a leader. This leads to whole stacks breaking, when this happens they rout back 6MF through the stone buildings. Next turn the Israelis double time and surround them Failure to Rout and H2H CC being the big killers. I learn from this and begin to deploy my platoons to counter this - 2 squads up front, another behind and finally a leader in the rear.

A couple of times I move my Irgun squads next to my Haganah and Wayne reminds me that they should actually break - represents the animosity between them.

At the end of the game Wayne has taken a whole load of casualties - H2H and FTR. I have Zion Gate and Mount Zion and the Jews are not isolated.

It seems quite easy against the Irregular Arabs, but I’m not sure it will be so easy against the Arab legion when the arrive in a week or so.

SUMMARY

There seem to be a couple of CH mistakes - the SSR about the Arab wall guard is not clear and it appears the Arab Legion Artillery can be used way before the legion themselves appear – from email exchanges with the designer it appears this is because Glubb Pasha had Legion forces in the area but was reluctant to commit anything but artillery support until it was evident that the Jews were gonna take control of the Old City.

Overall this a good purchase, and the Israeli OB will come in handy for future scenario design - they do a lot of fighting don’t they!

Please, someone come up with the assault on the Golan Heights. Been there, walked the heights now I wanna fight there.

I picked up this module at BERSEKR! and was discussing the battle with the Israeli guys who were attending. One of them offered me some advice on opening moves:

“Take these spots of land, here, here and here; in 50 years they’ll be worth millions!”

Good to see no-one takes it too seriously. I don’t know how I’d feel about a CG set in Liverpool:

“My final word is that it is a shame many of you won’t buy this cos you are all put off by some CH bias - did you give up women cos you had a bad experience with one?

Some of the components from the forthcoming CH Magazine Vol 6 No 3, which will compliment Genesis ‘48.
Naval Operations
In The Baltic

Michael Wierzbinski

I have a number of books on naval operations in the Baltic and in view of Charles Harris’ article VFTT3435, have decided to share with everyone some of the less known uses of NOBA, since there seems to have been some interest. This is for all those who are true military buffs and would like to recreate some of these actions in ASL.

Defence of Westerplatte, Gdansk (Danzig), Poland, Sep.1 - Sep.7, 1939

Around 2500 German troops (Naval Assault Company, Wehrmacht, Danziger SS-Heimwehr, Schutzpolizei, coast guard assaulted the Naval Transit Station defended by a 182 strong infantry company. The defenders held out for 7 days (originally they were supposed to hold for 12 hours). The Germans were using NOBA from the battleship “Schleswig-Holstein” (stationed 600m!!! from the shore, on the other side of the harbour, perhaps more like direct fire from 4x 280mm, 10x150mm and 4x 88mm), the torpedo ships “T.196”, and the ship-base “Von der Groeben” in addition to regular artillery and Luftwaffe support.

A CG depicting this action, complete with historical map and CG rules was available on the web a few years ago, but seems to have sunk without trace now (no pun intended!) (this is supposed to have been printed by Critical Hit last year according to the web site – Pete).

Battles at Kepa Oksywska, north of Gdynia, Sep.12 and Sep.14, 1939

On those two occasions, the Polish troops were supported by NOBA from the minesweepers “Jaskolka”, “Czajka”, and “Rybitwa” although not very strong. On the 14th they were laying down preparatory bombardment for a counter attack from Kepa Oksywsa towards Rewa.

Battles at Kepa Oksywsa and Hel, north of Gdynia, ~Sep. 14 - Oct.2, 1939

The Germans used NOBA from “Schleswig-Holstein”, another battle cruiser “Schlesien”, and some smaller ships in the last stages of the campaign.

Defence of Tallin, Estonia, August 1941

The Russians used NOBA from the cruiser “Kirow” and some other ships to support the defence.

Defence of Hanko (Hango in Finnish), Finland, summer of 1941

Now here is something of a novelty, Finish NOBA from the coastal cruisers “Ilmainen” and “Vaimanoinen” supporting Finish troops attempting to take the Russian base at Hanko.

Siege of Leningrad

Russian NOBA from the Baltic Fleet stuck in Leningrad due to German/Finish blockade in support of Russian Army.

Moonsund Islands, Fall 1941

The Germans used NOBA from the cruisers “Emden”, “Lipzig”, and latter “Koln” during the taking of the islands. The two above mentioned Finnish ships were also there, although I do not think they engaged land forces. These battles also had some German naval landings. Could be interesting for ASL.

Moonsound Islands, Fall 1944

The Germans had some NOBA from pocket battleship “Lutzow” during their defence of the islands.

Prussia, Jan. - Feb 1945

The Germans were using NOBA from the cruiser “Prinz Eugen”, pocket battleships “Lutzow” and “Admiral Sheer” plus some smaller ships.

Kolobrzeg (Kolberg) and Gdansk (Danzig), March 1945

Once again Germans had NOBA from pretty much the same ships as in the example above.

COMMANDO GAME
ASL VERSION
Paul Coons

I am currently playing the Commando Campaign Game. Here’s the conversion table we are using. I did the analysis 3 ways. One came out slightly lower and the other slightly higher. This was mostly due to panzerfausts (and year) which are handled differently in SL and ASL.

My opponent and I are currently on mission 5 and the campaign is close. Very exciting in my opinion. Its another world when each eliminated squad is one less that you have tommorrow. The Germans are tough in that a ‘conventional’ defense is nearly useless. You have to react very quickly. Purchasing for the Germans is especially difficult as the exact weather and time of day is not known.

If anyone wants the entire set of rules we wrote to play Commando in ASL email me (coons@ti.com) and I’ll send it to you.

German Purchase Points are converted as per the table below. If a scenario says a minimum of points must be spent on infantry this number is ignored (ASL Purchasing balances the inequities that required this rule). The conversion ratio is 4 SL points to 1 ASL point.

Point Conversion Table

<table>
<thead>
<tr>
<th>SL</th>
<th>ASL</th>
</tr>
</thead>
<tbody>
<tr>
<td>800</td>
<td>200</td>
</tr>
<tr>
<td>900</td>
<td>225</td>
</tr>
<tr>
<td>1000</td>
<td>250</td>
</tr>
<tr>
<td>1100</td>
<td>275</td>
</tr>
<tr>
<td>1200</td>
<td>300</td>
</tr>
<tr>
<td>1300</td>
<td>325</td>
</tr>
<tr>
<td>1400</td>
<td>350</td>
</tr>
<tr>
<td>1500</td>
<td>375</td>
</tr>
</tbody>
</table>

I would be glad to let you print them. But if you are going to do that, can I make some changes/updates before you do? I would have done them by now but things have been a little wild here lately. Are you in hurry or do I have a few days?

If you have any questions contact me by email at coons@ti.com.

Ω
This is the latest edition of the UK ASL Players Directory. It is broken down by country. The within the county, players are listed according to the county they live in.

ENGLAND

Peter Romie, 84 Littlemoor Avenue, Bamburgh, Buck., England
Andy English, 7, The Spanny, Chedle, Chorlton, England
John Kennedy, 2 Hawthorn Road, Hulme, Alderley Edge, Chorlton, England
Alan Leigh, 100 Hurdsfield Road, Macclesfield, Cheshire, England
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David Ramsey, 9 Kent Close, Kearsley, Wigan, England
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Simon Symes, 2 Morley Road, New Milton, Hampshire, England
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Stuart Clark, 3 Avenue Green, Liverpool, England

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Bill Bragg, 2 West Green, Pinner, Middx., England, HA5 2PJ
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Nick Quinn, 7 Woodgrange Avenue, Ealing, London, England, W5 3NY
Nick Law, Flat 12, 42 Baytree Park, Twickenham, Middlesex, England,

Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, Scotland, G21 4QA
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, Scotland, FK2 0PF
Sandy Goh, 12 Mornington Road, Radlett, Herts., England, WD7 7BL
Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, England
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Nick Hughes, 15 Layfield Road, Hendon, London, England, NW9 7LT
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Johannes Jonus, 111 Kings Road, Godalming, Farncombe, Surrey, England
Nick Law, Flat 12, 42 Baytree Park, Twickenham, Middlesex, England,

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Roger Underwood, 13 Woodside Lane, Prestwich, Cheshire, England
Julian Blakeslee-Edwards, 1 Elm Grove Road, London, England, SW11 2JW
Johannes Jonus, 111 Kings Road, Godalming, Farncombe, Surrey, England
Nick Law, Flat 12, 42 Baytree Park, Twickenham, Middlesex, England,

"THIS IS THE CALL TO ARMS!"

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

View From
ON THE CONVENTION TRAIL

There are more and more ASL tournaments cropping up all over the world. In fact, it is possible to be involved in an ASL tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!). If you plan on holding an ASL tournament, please let me know and I’ll include the details here, space permitting. If you contact anyone regarding these tournaments, please tell them that I sent you!

JUNE

ASL RING 2001
When: 2 – 3 June.
Where: LCR des chaumières , allee Chantilly, Villeneuve d’Ascq, France.
Fee: 60F.
Format: Five rounds with three scenarios each. Find three includes two new scenarios.
Contact: Francois Boudrenghien by email at francois.boudrenghien@libertysurf.fr

ENFILADE
When: 1 – 3 June.
Where: Crowne Plaza Hotel, 6345 Powers Ferry Rd. NW, Atlanta, GA 30339. Phone (770) 955-1700 Discount rooms are available at $79.00 per night, be sure to mention Warfair 2001 when registering to get the discount.
Fee: $15.00 during pre-registration and $25.00 at the door. To qualify for pre-registration your check or money order must be postmarked by May 15th.
Format: The tournament will feature themed rounds and will be run by Mike Black. Prizes will be awarded. The tournament is being run in conjunction with Warfair 2001, a miniatures convention.
Contact: Barry Johnston by email at Cpl.DJ.Hall@dnd.ca. Send your check or money order to Cpl.Johnst@aol.com. If you can’t make this one, let me know and I’ll include the details here, space permitting.

2nd ANNUAL BATTLE OF ATLANTA
When: 15 – 17 June.
Where: The DECKA building, 11713 82 St., Edmonton, Canada. Contact the organisers for local hotel details.
Fee: $15 before 7 June, $20.00 thereafter.
Format: 5 Rounds of fast fluidity ASL action as contenders battle for the inaugural title of Boreal Thunder Champion as well as several award special certificates. The scenario list is available upon request.
Contact: Sean Spence, Boreal Thunder, 3510 78 St., Edmonton, AB, T6K 0E9, Canada. You can also email him at slpence@telusplanet.net.

BOREAL THUNDER
When: 22 – 24 June.
Where: The DECKA building, 11713 82 St., Edmonton, Canada. Contact the organisers for local hotel details.
Fee: $25.00 for the entire weekend or $15.00 for Saturday only. Fee includes “No $%#* there I was” BBQ Banquet Saturday night.
Format: Playing two man team tournament for the annual Memorial Cup (open to those who pre-register). There are also prizes for best player, best newcomer and a top three awards for ASL players overall on the weekend.
Contact: Mark Nixon, 443 Richmond Park West, #201D, Richmond Heights, OH 44143, or by phone at (440) 473 1688. You can also email Rick Trobun at asl@nwsup.com, or visit the ASLOK home page at http://www.nwsup.com/aslok/.

9th ANNUAL ASL TEAM TOURNAMENT
When: 22 – 24 June.
Where: Best Western Seville Plaza Inn, south-east Austin, Texas. Tel:512-477-5511. If reserving rooms before June 18th mention you are with the Central Texas ASL Club and you will get a discounted rate of $65.00 plus tax per double room w/two people.
Fee: $25.00 for the entire weekend or $15.00 for Saturday only. Fee includes “No $%#* there I was” BBQ Banquet Saturday night.
Format: Playing two man team tournament for the Austin Memorial Cup (open to those who pre-register). There are also prizes for best player, best newcomer and most ASL players overall on the weekend.
Contact: Mike Seningen, C60 INTRINSITY, Inc., 11612 RM 2244 Suite 200 BD II, Austin, TX 78733. Tel:512-286-5778 or email him at mike@intrinity.com. Check the tournament details at Mike’s web site http://www.aslfire.com/2001ttm.html.

JULY

ST. LOUIS ASL TEAM TOURNAMENT
When: 22 – 23 July.
Where: Kirkwood Inn, St. Louis, Missouri, United States of America.
Fee: $15.00 pre-registered; $20.00 at the door.
Format: 6 rounds of short to mid length scenarios. Single elimination with points being awarded each round. Special scenario prizes.
Notes: For more information visit our web page at http://www.sete.org/kirkpark.
Contact: Jim Burris, tel (314) 916-3120 or by email at jlburris@stl.net.

AUGUST

SISSUKONI 2001
When: 24 – 26 August.
Where: Parola Finnish Armor Museum, near Hamenlinna, about 50 miles north of Helsinki, Finland.
Fee: 100FIM, which includes bed and breakfast, tournament entry, sauna and a tour of the museum.
Format: Five round tournament with the first round starting at around 1800 hrs on Friday, three on Saturday and the final round finishing by 1500 hrs on Sunday.
Contact: Eero Vihersuari email at sambelcher@icmnet.fi

SEPTEMBER

CANADIAN ASL OPEN
When: 21 – 23 September.
Where: CFU Winnipeg, Manitoba, Canada. Limited accommodations can be had on-base and are about $35.00 per night.
Fee: To be announced soon.
Format: To be announced soon. The playlist will be sent to pre-registrants 2 months in advance of the tournament.
A mini-tournament is possible depending on the number of participants at the event.
Contact: David Hall by email at Cpl.DJ.Hall@dnd.ca.

OCTOBER

OKTOBERFEST ASLOK 2001
When: 2 – 7 October.
Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4041 Room Rates for ASLOK 2000 were $85.00 for 1-4 occupants and are likely to be similar this year.
Fee: Likely to be similar to last year, about $20.00 per person.
Format: Same as always. Weekend tournament plus numerous mini-tournaments.
Contact: Mark Nixon, 443 Richmond Park West, #201D, Richmond Heights, OH 44143, or by telephone on (440) 473 1688. You can also email Rick Trobun at asl@nwsup.com, or visit the ASLOK home page at http://www.nwsup.com/aslok/.

INTENSIVE FIRE 2001
When: 26 – 28 October.
Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Accommodation is available for £31.00 per night (or £26.00 for a shared room) and includes service and breakfast. Normal rates apply if looking after 30 September.
Fee: £6.00. Players registering will receive a tournament program in September.
Format: three round Fire Team tournament (two rounds on Saturday, one on Sunday). There will also be some single day mini-tournaments on the Friday. Open gaming is available for those who do not wish to take part in the tournament.
Notes: Prizes are awarded to winning 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: For more details or to register contact Pete Phillips, 49 Lombardy Rise, Leicester, LE3 0FQ. Phone (0116) 212 6747 (evenings only) or email at df2001@vtt.co.uk.

NOVEMBER

GRENADE 2001
When: 8 – 11 November.
Where: Hergarten, near Zülpich, Germany.
Fee: The registration fee will be around DM 100.00 including entrance fee and bed and breakfast for two days.
Format: To be announced.
Notes: Friday is for free playing and/or making ground visits to nearby historical locations such as La Gleize and Stoemont.
Contact: Christian Koppmeyer, Hagebaumpweg 9, 41564 Kaarst, Germany, or by email at Christian.Koppmeyer@gerling.de. Additional information can be found on the GRENADEER webpage http://www.grenadier.wbgmp.com.
INTENSIVE FIRE is Europe’s premier Advanced Squad Leader™ tournament. Now in its 7th year, INTENSIVE FIRE attracts people from all over the world to Bournemouth’s Kiwi Hotel for a weekend of non-stop ASL action. Whether you are interested in taking part in the Fire Team tournament, one of Friday's mini-tournaments or simply enjoying some friendly ASL gaming INTENSIVE FIRE has something to offer everyone. Admission to the event is just £6. Pre-register and receive a tournament program in September.

The hotel offers bed and breakfast for the special rate of £31.00 for a single room or £26.00 per person for a double room if you book prior to 1 October (just quote “INTENSIVE FIRE” when reserving accommodation). Normal rates apply thereafter. They also offer snacks during the day, and the hotel bar is open ‘till late in one of the gaming rooms for those who need to drown their sorrows after another defeat!

KIWI HOTEL, West Hill Road, Bournemouth, BH2 5EG
Tel: 01202 555889 Fax: 01202 789567

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49 Lombardy Rise
Leicester
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