

VIEW FROM THE TRENCHES

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PREP FIRE

Welcome to yet another *View From The Trenches*, back on schedule after my move.

There's not a lot to say at the moment apart from my usual request for a few one and two page articles.

No doubt I'll see some of you at INTENSIVE FIRE next month. Start saving your pennies as I expect to have a few copies of the latest products from the Canadian ASL Association with me :-)

Until then roll low and prosper.

Double 1. My last, best hope for victory.

Pete Phillipps

COVER: A couple of tank crews rest and socialise on the Russian Front.

THE ASL MAILING LIST

The ASL Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe send email to majordomo@multimanpublishing.com with the body of the message reading:

subscribe advanced-sl

You MUST use lower case letters!

You will get a message from Majordomo in reply asking for confirmation.

To subscribe to the digest version send the following in the body of a message:

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The digest is mailed out whenever it has queued 100,000 characters of mailings. You may receive more (or less) than one mailing every 24 hour period. The digest is NOT sent at a certain time each day.

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

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 ASLers. Don't be a silent voice.

Issue 46 should be out at the beginning of November 2002.

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VIEW FROM THE TRENCHES

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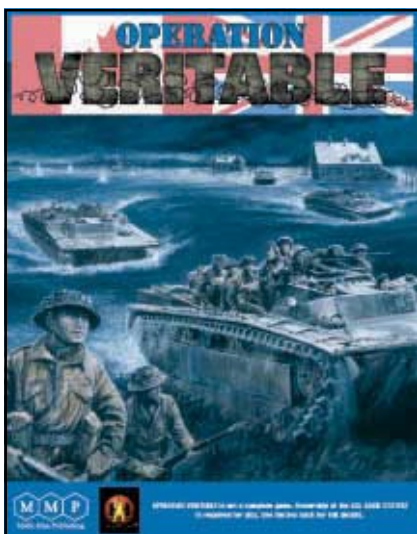


INCOMING

MMP ANNOUNCE PRE-ORDER SYSTEM

MMP have begun to use the pre-order system used by many other companies. Essentially the system exists to cover the printing costs of any given product with customer commitments to buy that product. MMP develop and playtest a game as usual and when it is ready for publication they calculate the retail cost, pre-order cost and pre-order number based on the components of the game and post these details to their web site. Once the title has received the necessary number of pre-orders it is printed and then shipped to customers and retailers – it is at this point that anyone ordering the game is billed.

The first ASL products to be produced using this system are *Operation Veritable* and *Out Of The Attic*. *Operation Veritable* is a historical study covering the Commonwealth offensive along the German-Dutch border in February 1945 to drive the Germans back across the Rhine. It will contain a historical mapsheet depicting an area along the Goch-Kalkar road, 16 scenarios (five on the historical mapsheet and 11 utilizing geomorphic mapboards and occasional overlays) and a CG, 18 pages for Chapter Z including special rules for playing on the historical mapsheet and the CG, a historical booklet discussing the study's coverage of Operation Veritable, and one full counter sheet (½" counters) and one half counter sheet (¾" counters). Most of the counters are only needed for the CG. Also included are rules and counters depicting the late-war German Sturmiger AFV, and a scenario featuring it. The retail price is \$42.00.



THE TRENCHES

Out Of The Attic will be a periodic magazine release filled with articles and scenarios which are unavailable (except as expensive auction purchases). As well as out of print items from the ASL Annual there will also be fanzine material from 'zines such as *In Contact!*, *FFE*, *View From The Trenches*, *Dispatches from the Bunker*, *Backblast* and *Banzai!*. Currently, *OotA* is slated to be 48 pages of the same paper stock and printing as the *ASL Journal* and will contain around sixteen scenarios and numerous articles. No retail price has been confirmed although the price is expected to be about \$16.00.

It is unlikely that the *ASL Journal* will use the pre-order system.

CH RARITIES

Russian Rarities is a new magazine from Critical Hit containing counters, scenarios and boards for rare WW II Russian AFVs. Due out within the next couple of months, no price has been announced yet.

SCHWERPUNKT 8 DRIVES TOWARDS ASLOK

Schwerpunkt 8 is near the end of the playtest, with editing well on its way. It will be in the same format as usual, a 24 page booklet with analyses, articles, and 12 scenarios printed on cardstock using the layout first seen in Volume 7. Work is also progressing on *Schwerpunkt 9* and the updating of the old issues to the new format. The price has risen to \$17.00 per issue, with Volumes 4-7 currently available.

15th BUNKER READY

Dispatches From The Bunker 15 is due to be printed within the next couple of weeks and should be out by the end of the month. The featured scenarios are the latest in Tom Morin's Tunisian Series. 'The Third Column' sees a German combined arms column trying to blow by a French roadblock on boards 16 and 18 in Heavy Rain, with Bog penalties for off road movement. This action was one of the first uses of the Tiger I, and opposing it is some light French armour. The French also feature in 'Deep Strike' where a combined arms force has to battle through the lengths of boards 9 and 17 to take buildings on the board 24 village.

Opposing them are successive layers of German and Italian defenders.

There will also be an analysis from Jim Torkelson on the *Operation Watchtower* scenarios, a summary of the Nor'Easter 2002 Tournament, and the usual Tactical Tips for Veterans and Novices.

Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 1025, Hinsdale MA 01235. You can email them at aslbunker@aol.com

HOB HEAD TO ORSHA

Onslaught to Orsha - Operation Bagration is a new release from HOB covering the battles along the Smolensk to Minsk highway during June 1944. Designed by Chas Smith, it contains a colour 29x56" historical map featuring 1" hexes of the Smolensk-Minsk railroad area, Chapter OtO (rules for new units, terrain types and vehicle notes), a CG, 22 scenarios and 2 Solitaire Missions and a countersheet with over 180 new counters. There will also be an accompanying booklet looking at the battle. *OtO* is expected to begin shipping in mid-September priced \$54.00 (plus \$5.00 shipping and handling; \$6.00 for non-US orders).

Ω



Back From A Brush With Gravity!!

Trev Edwards

After more than three weeks at my folks I have decided I am fit enough to return to my flat to live on my own again. I expect to be back at work before the end of the week. I wanted to say "Hi" to all those who have left answerphone messages and who probably thought I was being rude by not answering sooner. I haven't been here. I'll call you all in the next few evenings, however be aware that I must have had a power-outage in the last three weeks since the answerphone clock was off. This means I have lost some messages I have no doubt.

In case you are unaware what happened: I fell from a scaffold onto my car, breaking my leg, but I was very lucky. That was the summary, the longer version is...

I was putting the undercoat on the paintwork around the top of my parent's house using the family scaffolding. I can remember moving it, a square cross sectional tower, and thinking it was safe climbing the ladder. This took me up to the top which would mean my knees were at the height of the gutter of the two-story house. I stepped of the ladder, putting my full, considerable weight on the scaffolding. The whole structure began to collapse immediately. I had a flash of fear as I expected something really terrible to be the result because I was so high up. I let out a shout. The next thing I can recall was seeing the red mass of the roof of my old car growing rapidly larger. I had a brief instant of vague realisation that this may be helpful, although all that crap about your life flashing before your eyes never happens I can tell you.

I can not recall actually hitting the car but I am told by two onlookers, my Mum and my Brother-in-law, that I landed with one hell of a bang and did a full 360 before landing again and sliding off the car. I can recall this sliding of the car and I can tell you that I was in a very dark, lonely place emotionally, expecting to be in a great deal of pain any second. Or dead. The fourth clear phase of my memory was me hitting the concrete between my car and the low fence alongside with my shoulder and left flank hitting first, my legs flailing behind me then hitting said fence. Then a deathly quiet. I was in a lot of pain from my right shin which had smacked smartly onto the metal top of the fence. My mouth went dry and I was shaking which gave away this classic case of mild shock. My brother-in-law was a brick, talking to me and keeping my sprits up. The paramedics were not long and were

amazed after an examination that only my leg hurt. By then the wall of pain had reduced and the probing fingers of the ambulance men discovered only a problem at my ankle.

The NHS (National Health Service which is free here, explaining partly our taxes being so high) was excellent. I couldn't have been treated any better I'm sure anywhere. I was examined thoroughly three times at the A&E since no one could believe that I'd got away so lightly. X-rays revealed that there were breaks on either side of the bottom of my Tibia at the Inner & Outer Malleolus (or is that malleoli?). The only other damage was a contusion on the shin (which was the source of the pain) and abrasions and bruising on my flank where I had hit the car and then the concrete (these I could not feel at all). I was put in a temporary cast to return the next day. The next morning I entered a deserted hospital (except for the staff, clustered around the TVs) since it was the time of the England v Brazil tie in the World Cup. I now got a full cast fitted which stayed on only 12 days. I was then given a stirrup air-ankle brace and told to the joint and walk on it. By this time I am very nearly fully mobile on crutches, subject to endurance limitations, and my first proper physiotherapy session was entirely positive.

My car was a mess. A huge dent in the roof, as you can imagine, but there was extensive damage from the scaffolding and the planks that made up the platform. I feared it being a right-off but, even though it is old, the garage have convinced the insurers to cough up the dough to fix it.

It is apparent that my landing on the car has saved me grave injury. There was only unyielding concrete below. My bones would have been powder, then the scaffolding would have landed on me as well. I owe that car my life.

We're not entirely sure when my ankle broke, was it whiplash as I hit the car or as my leg hit the fence. I have been promised a full recovery.

So lots of lying around and reading on my part. "The Thin

Red Line" by James Jones was excellent. Lots of music, I'm becoming a nut on the Baroque as I'd taken loads of Bach and Vivaldi home on my CD Walkman. Lots of TV, mostly sport with my dad, The one day cricket has been a godsend and we even found ourselves watching the baseball we get overnight on a Sunday (recorded of course). The low point has to be the Rugby League Lions getting flayed 64-10 by the Kangaroos on Friday.

I haven't rolled a die in anger for four weeks. This must be the longest ever break from *Squad Leader* since *ASL* came out in '85. Can't wait to get back in the saddle. And if anyone ever hears me complain about my luck again... remind me how lucky I am to even be here to see those boxcars!

Gravity: It's not just a good idea - it's the LAW! On behalf of my fellow Trinity man, Sir Isaac Newton, inventor of gravity, we apologise for the inconvenience.

Does this mean I can start making "Heavy Payload DRM" jokes?

Rob Seulowitz

I could give you a kill number on the * line for a falling Cavalier-Hunter-Hero vs an unarmoured vehicle. Requires a wound dr and an insurance policy check.

Trev Edwards

Trev never was very good with OBA. A perfect example of a "FFE" falling on target, yet being ineffective. :)

Sam Belcher

Ω



Something else that you shouldn't drop!



“If you go down to the woods today...”

or

“Just when we have got B9 tamed, up jumps B13 to bite us”

Ian Daghish



When I was ten years old, I moved from Alabama to Rhode Island and found that the kids there had some strange ways of playing Monopoly. Among other heresies, they believed that all money paid into Chance or Community Chest was kept in the middle of the board, to be picked up by the next player to hit Free Parking. Weird. But we see this sort of thing all the time at ASL meetings when players emerge from the tight group of players with whom they learned The Game and mix with people who have a closer familiarity with The Book. (And before I get carried away with sect, heresy, and schism, that’s as far as I shall take the religious metaphor!)

At the BERSERK! 2002 meeting, there was a discussion of the rules for woods – in particular for vehicles moving into and through woods. The disagreements arising even among experienced players were surprising.

Vehicular Movement In Woods

There seems to be a common misconception that vehicles having passed a Bog Check DR for entering a woods hex must take a further Bog Check upon leaving those woods. This is not the case. (Although there are some events which might seem to be an exception to the general rule.)

Broadly speaking, woods are like most other ASL terrain in that the cost of movement is paid on entry, and what happens after that is dependent solely on the new terrain moved into. B13.4: “Any vehicle may enter a woods hex... by expending all its movement capability... to enter that hex and then making a Bog DR.”

That’s all, folks. Fully-tracked vehicles have the alternative option of entering woods by expending only half of their MP allotment and taking an adverse modifier to their Bog Check DR. But once they are in the woods hex, that hex exerts no extra penalty for movement out.

A handy clarification of this comes much earlier, in A2.6. “Vehicular mapboard exit of AA1 [a woods hex] can only be done if the vehicle had actually paid to enter the

AA1 woods obstacle and then pays to enter another woods obstacle offboard [i.e., in the offboard hex AA0 which “mirrors” the AA1 woods] or to enter BB0 [an offboard hex “mirroring” the Open Ground in B1] and exit at the Open Ground rate.”

I suspect a lot of the confusion comes from some specific cases, so let’s look at them one by one.

CA Change

First, there’s the question of subsequent actions in a woods hex. Yes, if a vehicle changes Covered Arc in woods, it pays a greater-than-usual penalty (unless the CA change is only across hexsides crossed by roads). If a unit in woods changes CA in a fire phase, any IFT or To Hit DRM penalty for CA change is doubled (D3.1 & 3.5; C5.1) and if the VCA is changing, a Bog Check DR is made for each hexspine of the proposed CA change. Failure bogs the vehicle and prevents the shot. If a vehicle in woods changes VCA during its MP, it pays double MP for the action and similarly takes a Bog Check for each hexspine of the change.



Trail Breaks

Second, there is the matter of Trail Breaks. Fully-tracked AFVs (only) that move into and through woods hexes leave a passage behind them which may benefit other fully-tracked (only) vehicles and also infantry/cavalry following the same path. Note that such vehicles/infantry/cavalry utilizing a TB are still in woods; do not confuse a TB through woods with a Breach (C9.541) through bocage, which is treated as Open Ground for movement purposes.

Here is where some confusion can arise. Fully-tracked vehicles (not just AFVs) that enter a woods hex on a TB pay the MP cost of entry (half their allotment), and are spared the need for a Bog Check. If such a unit subsequently chooses to exit the woods hex by a hexside not covered by the TB

counter, *then* it must take a Bog Check. But note, there is no further MP cost; this has been paid already. (The issue of whether a fully-tracked AFV in this situation can choose to wait until a new MPH and then expend *all* its MP to reduce its Bog Check DR is not addressed by the ASLRB, but seems permissible.)

A rules lawyer might argue that the fourth sentence of B13.421 could have been better worded. It says “If a fully-tracked AFV enters a woods hex via an already-existing TB counter and then exits via a hexside not covered by that TB counter, it must first undergo a Bog DR for exiting the woods without using a TB.” Possibly it would have been better for that last part to say “for *moving in* woods without using a TB”, as there is normally no penalty for *exiting* woods terrain! The last sentence of this paragraph gets it exactly right, referring to what happens when a vehicle on a woods-road “enters the woods portion of the hex.”

Woods-Road Hexes

The third area of uncertainty. Arguably, if orchard road gets a rules section to itself (B14.6), then woods-road could warrant at least paragraph of its own. But fortunately, a single line in the ASLRB makes this unnecessary.

The key thing to remember is that “*a vehicle(s) in a woods-road hex is always considered on the road unless beneath a partial Trail Break counter.*” (B13.31)

In other words, a vehicle in a woods-road hex and *not* under a TB counter has not yet entered the woods. So, if it moves out of the hex other than via a road hexside, it has to *enter* the woods, with all that implies. See above.

Totally consistent with all that has gone before is this point made in B13.421. “A vehicle that sets up in a woods road hex does not place a TB counter (unless setting up in the woods portion of a woods-road hex)”. This apparently allows the sleazy move of creating TBs in woods-road hexes during setup without having to risk any Bog Check, even if the player’s OB lacks the fully-tracked AFVs normally needed to

create a TB (it might be inferred that only fully-tracked vehicles can execute this ploy, as only they can normally utilize TBs, though this is not clearly stated in the ASLRB). But wait! These possibilities are summarily dismissed by Perry Cocke: "*I cannot see how someone would think that the quoted rule allows non-fully-tracked vehicles to place or to use TB. Also, the at-start TB will be a partial TB from the road that will disappear when the vehicle moves.*" So there we have it. And of course, a unit setting up in this way may freely move out of the woods without a Bog Check.

Other Woody Issues

One ruling that taxes the imagination a little is that a Gun in a woods-road hex is actually in the woods, yet can freely extend its LOS from the center of its hex along contiguous road depictions. Presumably the Gun is carefully set up behind a roadside tree! Another is that a vehicle on a woods-road can conduct OVR against units in the woods (which receive the +1 woods TEM, unless they themselves are vehicle(s) on the road) without entering the woods.

Finally, a few unrelated points which have certainly confused me in the past. When a crest line runs through a woods hex, all woods in the hex are considered to be at the higher level. In other words, treat the entire woods depiction as if it were sitting on the higher side of the crest line. This is true also for other terrain types: e.g., grain, brush, building, but not for Inherent Terrain which in effect follows the contour of the crest line (see B10.1 for Examples). In other words, all of the woods depiction in a hex always rises to the same height, but the height of Inherent Terrain depends on the crest line.

Also remember that any unit bypassing the woods in a hex is assumed to be moving through the higher level of the hex, and expend MF/MP accordingly, even if no crest line appears to be crossed. You can bypass the woods in the hex, but if you enter the hex you must do so at the highest level. Look at the B10.31 Example on page B13. If there were woods in the center of hex BB1, either German unit could bypass them, but the 4-6-7 would have to pay the doubled MF to ascend the crest line (though it would still be subject to FFMO/FFNAM as HA would not apply). Odd though it might sound, the 4-6-7 would still be visible over any half-hex obstacle such as a wall or hedge, but would not qualify for HA. Philippe Leonard's "Look at Bypass" in Annual '93a addresses this and other issues.

Ω

View From The Other Side...

Nicky Stevens

Well that's it - new boyfriend of several months - I passed the parent test, passed the kid test and realise it must be serious - I get asked to meet the ASLers!!!

So what is it like from the outside... Well, I'd never even been to Blackpool, so that was an experience in itself, and one I am still sure belongs to another life! But back to the very beginning - we arrive in the dark, to a very iffy looking hotel, exterior paint peeling. First impression was of thick smog in the reception area, followed closely by a sweaty, chip-smelling, beery mass of aliens in the weird orange interior.

The aliens came literally in all shapes and sizes - fat, thin, tall, short, hairy and smooth-(ish). There was a low murmuring of voices and lots of clicky noises (aha - the ubiquitous dice towers!). Gradually the mass became individuals - and I have to say it - what a nice bunch when you get to know them!

I have now been to 3 Blackpool Extravaganzas (BERSERK! to those in the in-crowd) and 2 of the Bournemouth variety (INTENSIVE FIRE). This year we even made it to the Copenhagen Tourney - at my suggestion! (OK, I admit it, ulterior motives prevailed but we were both happy to be there!) The boyfriend is of course now my husband - and contrary to popular belief my absence at the last IF was nothing to do with me not needing to keep up the show now that I have managed to get the ring on my finger. It was truthfully only down to my parents getting their visit date muddled up and being unable to change flights.

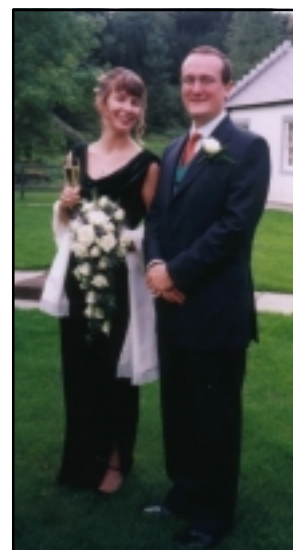
So why do I do it? Thus far I have been the only "other half" present...a curiosity to new faces until they realise I don't actually play. Well it is simple - I am certainly not worried about what he might get up to - let's face it we girls know you well enough to realise just how long a pile of map boards and counters can amuse you. No, it's more a case of why should he go off to a hotel and leave me at home playing at Cinderella - without the fairy godmother. Maybe it's in the genes, but I feel obliged to wash, clean and tidy up if I am at home, so going with him gives me a break too. In nice weather I have had fabulous long walks along the beaches, occasionally wandered around shops without time pressure (a rare

event in my normal life). I have gone off to visit friends in the areas, whom I never otherwise get time to see. I have taken along photos long overdue a "sort out" and books though in fact I rarely get enough time to read them. My letter writing skills are honed up again, and my friends who are not on email now look forward to their lengthy biannual instalments from the coasts.

Yes but what about the gaming, the whole point of it all I hear you ask. Sorry to disappoint you but no, I don't think I will ever be a player - although terminology begins to sink in, and sometimes the tales of derring-do on the board actually make sense to me these days. Let's face it now that I know you all, I even enjoy reading the tourney reports in the VF! No, you boys can keep your game - I can amuse myself quite happily without becoming an ASLer.

I am not suggesting that we other halves should all hijack the boys precious game time but if you have ever wondered what it's like - why not come along once in a while. They don't bite! I know my poor boy has taken a slagging for having a woman follow him around - and lets face it his ASL results recently have not been great (lack of practise he assures me - bit like his golf)! But on the bright side at least he gets a bit of comfort after he loses or a celebratory s**g if he's awake enough! ;-) See you in October!

Ω



Nicky with Neil on their wedding day.



Groß Deutschland

Scenario Analysis Part 1

Michael Davies

The Scenarios all feature the GrossDeutschlanders but in a wide variety of different firefights. There is a good mix of scenarios ranging from small skirmishes up to some real beasts, all featuring well led elite troops the GrossDeutschlanders. Overall the pack is excellent value works out at less than £1 a scenario and should provide several evenings entertainment. George Kelln and the Winnipeg ASL Club have done another excellent job.



GD1 LA GUERRE FINIE!!

Classic early war action, a struggle for control of a pair of Bridges. Initially the Germans are on the defensive, until substantial reinforcements arrive. French forces start with an advantage in numbers but must resist the temptation to overreach themselves.

GD1 German Set up

Your aims are to control both bridges, and ensure no mobile French tank or armoured car with functioning armament has both a line of sight to a bridge and is within three hexes of the same. Not all that easy as much or your forces do not arrive on board till turn two, and cannot expect to make much difference before turns three or four. On the plus side it just about possible to control the West bank by fire from the East making your task a little easier.

In the opening couple of turns you have several options. Your initial forces are just about strong enough to seize one of the bridges whilst a small force of one or two squads screens the other. There are a number of simple counters to this, including the French massing their troops in front of your chosen bridge, or alternatively screening the chosen bridge to limit your gains, whilst going for broke on the other one. If you are irresistibly drawn to this stratagem there is a slight benefit in going for R7 initially, as Kompanie 5 can more easily contest J2.

A more promising strategy seeks to contest control of both bridges waiting for reinforcement before pushing across unless a tempting opportunity arises. In the South, bridge J2 is difficult to defend against a strong assault. Assigning a platoon to this area initially is

reasonable. Three squads should be enough to hold out for a couple of turns against a strong force or stop a feeble effort in its tracks. A smaller force is probably too vulnerable to a single bad DR or Sniper attack, if you limit the troops allocated spread them out by deploying early in the game or setting up half squads initially. A squad and LMG in building L5 can interdict L1 the important approach to the bridge, another squad in building K5 can assist, or move into L5 if needed. Together they can mount 8IFT attacks at choice targets. Add an ATR to K5 and the position has some teeth against armour and can form a 12IFT firegroup. A leader in building K7, J5 or I6 acts as a rally point. You can give the Leader an ATR to improve his offensive potential. A third squad in building J1 or half squads in buildings G1 and J2 complete set up on this flank. As always there are different ways of doing this, select different buildings or a different force allocation—the basic idea is to contest movement across the bridge.

On the Northern flank, set up focus's on gaining control of R7, not physical occupation of the hex instead the ability to throw fire into the general area. A squad and LMG in building P8 ground floor can shoot along the road from Q8 to S7 frustrating any attempt by the French to charge across on turn one. Squads in building hexes P7 and P9 keep up the pressure on the approaches, also acting as reserves supporting the most important P8 hex. The 9-1 leader belongs with this force, placed in P8 he can direct MG fire, in O8 he can rally broken troops. Starting in P8 is good, if needs be you can fall back elsewhere. A big stack of the entire platoon in P8 might just work, units with a basic morale of 8, and a negative leadership modifier are surprisingly resilient. Stacking is sometimes frowned on but here you can give into this temptation if you really want to.

Several options are available to the Mortar and its half squad crew. There are some pretty poor woods, orchard and brush hexes that can be used, pick one that has the best line of sight for your plans. Although not a great fan of spotted fire, it may be worth a look for this game. Woods O10 is concealed from direct view, close to the P8 building and able to work spotted fire with hexes P9 and O9. Once you gain acquisition you will only suffer a lower rate of fire and marginally worse to hit rolls, any critical hits will still find their mark in the course of the game you may lose three or four 2FP attacks due to lower rate of fire and higher to hit numbers. On the upside the mortar could pull a sniper attack away from the Leader. If you need extra troops drop the mortar and help defend P8/P9 before or during play. If sighted try a few shots against the AMD25 a to kill roll of four or less is effective worth a shot or two.

I've left the PaK 35/36 till last, not only is it an important unit, it is hard to find the perfect spot for it! Any woods hex selected will attract

the undivided attention of the Frogs 60mm mortar, as would any Orchard or Brush hexes. Setting up out of line of sight is a bit defensive but not too bad an idea if you do not have a better idea. This allows you to move towards the French armour as it arrives and heads for a bridge. Buildings P7 or P8 can be used, stacked with the Leader in P8 the gun become difficult to dislodge. Building P7 has a lows odds shot South down the P hexrow. There is not much chance of a hit, even so some tankers will not risk it, which is good news for you! If the French cannot kill or break the Guns crew expect any armour to give it a wide berth. Taking shots against French infantry is great with a very slim chance of a malfunction every 36th roll. Once the Armour is gone go Gun happy, before then pick your targets more carefully.

This is the bare bones of a set-up. By turns two or three most units will have moved to anticipate and disrupt French plans. Exactly what you do depends on French intentions. Skulk when faced with a heavy attack, shoot it out with a weaker force, or a stubborn defence against a Frenchie attack that is just a little bit to weak to work. Make use of the M6-N7 woods to slip units from one flank to another, or move quickly through open terrain if you know line of sight is blocked. In some games you will barely move, in others you will be running all over the place.

On turns two to four the character of the game and your approach needs to change, of which more later.

Again, fine tune this defence to include your own ideas, maybe you prefer to stack or want to set up concealed, like to set up traps or favour a rush for a bridge go for it.

GD1 French Set up

Setting up after the Germans is useful, giving you clues as to the Jerries intentions and allowing you to seize the initiative. For a win you need to control only one bridge or have a fully functional AFV within three hexes of and with a line of sight to a bridge.

Your initial forces outnumber the Germans by almost two to one. Quite a preponderance of force even allowing for lower ELR and troop quality. Not a bad start to the game. Your first choice is deciding on a general approach to play over The opening turns. Several options are worth considering, ranging from a hasty assault on the bridge, to an aggressive firefight, through to defensive stances or a mix of these.

An offensive strategy to seize one or both bridges and gain the Eastern bank aims to inflict some casualties on the Germans, and increase the depth of your defence. It is easier to gain K2, although German set up might make R7 or even both bridges takeable. To attack K2, for a firebase in Building M2/N2 and shoot a way across. A squad can even start in K2 behind the roadblock, but would it survive prep fire? The next trick is holding K2. Substantial German units can reach positions to launch an attack by turns three or at

the latest four. Rushing your armour in to support the bridge will help, but it is hard to see any defence working for four turns. Although R7 is much harder to take, it is much easier to defend if you can gain building P7/P8. Against a competent defence you will suffer casualties, does the gain of some German casualties and buffer terrain offset these losses. Personally I cannot see this being a winning strategy unless the bridges are not garrisoned even then moving forwards is still a gamble.

A defensive strategy aims to hold on to at least one bridge from the Western bank. Setting up in a cluster to defend just one bridge will probably fail, once the Germans cross the River you will lose the firefight that follows if he has enough time. From the outset both bridges need to be defended, with some scope for an uneven split of the forces allocated to each. With your Leaders you can organise three main defensive Islands or around platoon strength. To cover both bridges requires forces around buildings W8, T6 and M2. A sample set up could be as follows. Northern platoon, two squads, MMG and 9-1 Leader in W8, squads in X7 and X8 level two locations. To interdict German reinforcements placing the MMG in a level two hex will give you some long range, area fire shots against Kompanie 5 moving in the open. This is more of a threat than a promise. With ROF you could annihilate German stacks running west, admittedly this is unlikely the trick is to make the Jerries believe it will happen. Killing squads and Leaders would be nice, slowing down movement is also good. Central platoon Leader in V6, squads in U6, U7 and T6, LMG in T6. Southern Platoon, Squads in M2, N2, O3, and P1, Leader in O3, LMG in M2. Setting up in level one locations creates some opportunities for interdiction, M2 is a good choice for this. A squad can be deployed to act as sniper bait in say W9, or woods W4/V4. The remaining LMG can go with any platoon, U7, X7 and U6 are all pretty good, W8 is fair. Conceal troops in the most exposed areas, don't conceal anyone who is due to gain concealment before play starts! Hidden troops will be considered later, first the Mortar.

The 60mm Mortar is an excellent piece of kit, hits are resolved on the 4 IFT column, just a little bit more lethal than a 50mm Mortar. In this game the Mortar does not really get a chance to shine, finding a decent spot for it is difficult. behind the hedge in S5 is an idea, a rather good one of stacks of Germans are in the Woods on the Eastern Bank. Spotted fire could work teaming up with units in the W8 Building. The loss of accuracy and rate of fire should be compensated by a series of shots at Kompanie 5 as they run West. Starting behind a roadblock gives a fair position where you want it, later the mortar crew might be able to help any hull down Armour sharing the location in Close combat.

With six concealment counters you could set up some dummy units, in this scenario it may be better to instead cover your most vulnerable units to half the effectiveness of enemy fire. If you are ultra defensive in nature starting most of your troops out of the enemies line of sight will get your entire OB concealed. An added bonus might be a wild Bosch charge across the River, followed by a brief and bloody firefight, rounding up of German prisoners, regaining of concealment

just as the Kompanie 5 start their attack.

Setting up for a firefight occupies the same or at least similar locations to a defensive opening. The real difference is you will open fire on turn one, hoping to break or kill German units. You might be drawn into this scheme as a result of German prep fire, adopt in on turn one, or decide to try this part way through the game. The plan takes account of your numerical superiority. Go for double breaks to reduce the Jerries, elite troops can rally very quickly, even ELR reductions only gradually reduce their effectiveness. Shoot up the Anti tank gun or rather its crew if you can, Killing them allows greater freedom of Motion for your armour.

Placing the roadblock carelessly will give the Krauts a stone wall to hide behind. Even so you may feel compelled to place it on a bridge, please do not, unless it ties in with Some winning plan you have devised. A better use is to create a defensive position. Using it for the mortar has been mentioned. The roadblock can make an AFV Hull down. This is extremely useful in a game where you can win by having an AFV with a line of sight to a bridge. T5/T6 is a prime example of this, M1/L1 is good. Which of these locations or other you use should take account of German anti tank weapons. A hull down H35 is almost immune to ATR fire, and resistant to PaK 35/36 shots. Given enough time 37mm fire will do the job so don't sit in front of it before turn eight. another roadblock use is to connect clusters of buildings. W7/V7 gives cover to movement from W8 to V6/T6, whilst T5/S6 assists Southern movement.

French Armour is interesting. It creates some winning opportunities and creates a series of small threats to German intentions. Both Vehicles are subject to platoon movement, immediately after their turn of entry. The H35 is subject to Mechanical Reliability. Both are invulnerable to small arms as long as they remain buttoned up. If carefully sighted the MG armament can greatly complicate movement across any bridge. Start by noting the position of German anti tank weapons, review this when they more, and try to anticipate where they can get to. The ATRs' are very manoeuvrable, the 37mm less so, but still a threat. ATR can immobilise both Vehicles, the AT Guns is looking for a kill or even a burning wreck. For any vehicle the best protection is line of sight, this is a universal truth against direct fire weapons. Brigading the Vehicles into a platoon helps movement options but you cannot possibly do this before turn five. A platoon can threaten much in the closing stages of the game. By keeping the H35 and AMD35 in a platoon and in motion you guarantee both AFVs can move on turns six through eight. The Germans will feel you may steal a win by driving a tank into a Victory location. Tough! your move should not be a surprise and could have been thwarted by a number of stratagems. More open to criticism would be splitting the armour on turn eight and moving to create a series of threats on turn eight. You risk failed NTCs' and a failed mechanical reliability roll still worth a gamble if it is your only chance of a win. Using the armour in a direct fire role in the front line is workable, watch out for AT fire, close combat and weapons malfunction.

SSR3 gives French Leaders an ELR of three which should restore some French pride.

French officers make a tremendous attempt to lead by example both in appearance and deeds, fully justifying the higher ELR. Another gain from SSR3 is hidden initial placement of a squad equivalent plus accompanying Leaders/Support Weapons. Hiding your best leader with a squad and MMG before opening fire on turn one is a bit of a waste. Better to hide a squad or pair of half squads to catch units moving in the open or preventing rout. There is an outside chance a hidden unit in Orchard O3 could emerge to run at a bridge for a steal on turn eight, the best counter to this is for German half squads to physically occupy the bridge or better yet the hex in front of them. A turn eight surge can be pretty stressful if you add armour to this rush.

A fortified building is difficult to assault, and increases TEM by +1. Most probably the best hex for this is W8, used as a fire support base. Closer to a bridge T6 and U7 are workable, T6 could frustrate German units trying to enter close combat. If you have to retake a fortified building, crashing a tank through the walls can be amusing!

A few loose ends. Although the French invented the Bayonet avoid close combat in this one. Avoid uneven fire fights, you are outnumbered roughly three to two and lose out in any even exchange. In a firefight expect to be replaced and broken more rapidly than the Germans, unless you have a TEM advantage. Avoid the 10-2 Leader and his Death Star Stack by skulking, or outright retreat. Remember he can only attack on bridge at a time. A good counter to Mr 10-2 is your sniper, use a "2" dr to move onto him, hope for a kill later on. Forget about swimming the River unless you have a psychotic AMD25 crew that has bailed out after vehicle destruction, aiming to rearm on the far bank and control a bridge.

As ever there is a lot of scope for different set ups. During play you will need to move troops from one area to another. It is here that you benefit from Interior lines, basically you will be able to relocate troops from the North to the South more quickly than the Huns, who would need to recross the stream. At times this interior movement will be just one hex in the advance phase, you may even do it unconsciously even so it will help you win. Moving troops is important if you do it right you will do well.

Regardless of the outcome you have a lot of planning, thinking and playing to do. You face a stronger force with good Leadership and support weapons. You will not go down without a fight Vive La France!

GD1 German Attack

French set up is likely to defend both Bridges, with a roughly equal split of forces give or take a couple of squads. As some of the Frenchie OB will be hidden and most of the rest concealed you cannot be certain of French dispositions but you can get an idea of any weakspots. If either bridge is without any visible French troops it may fall to a coupe de Main (hasty assault), even if a concealed squad, leader and MMG is craftily concealed somewhere awkward. In most games the weakness will be less obvious and more difficult to exploit.

Several Strategies are worth considering. Firstly a push to one bridge followed by a drive round to the other. Secondly a move to control



the actual Bridge hexes without further movement West. Thirdly a drive onto and over both bridges.

If you are drawn to take one bridge at a time, K2 is the easiest to hit first. Your initial forces can be set up to support this attack, and do what they can on turn one. It will take about two turns for Kompanie 5 to reach an attack position, another two turns to cross the Bridge, with three turns left to take the second bridge, destroying French armour on the way. This is a tight schedule. A bad fire phase could dislocate your timetable leaving you well placed to win on turns nine or ten, which is unfortunately a loss. Probably this is only a workable plan if you can seize Building M2 early on, due to good fortune or weak French defences. Worth a try if the defences are weak, or you are particularly adept at driving attacks. Taking R7 first increases time pressure by about a turn as it is further West. This means your troops will arrive, move West, then have to move East again all taking valuable time. If R7 is unprotected this could just work, watch out for French armour though.

Slightly better is a more subtle attack. If you occupy R7 and K2 you gain control of them, fulfilling part of the Victory conditions as long as the French do not reclaim control. If you can destroy or immobilise the French armour, or if its guns are disabled then you have won! No doubt the French will have a few objections to this plan. Keeping the armour out of sight ready for a dash to the Bridges on turn eight, supported by an Infantry charge is one idea, massing to retake just one bridge during the later part of play is another. Given the German superiority in numbers, moving across the bridges, further West to thwart any counter attacks makes more sense.

A more promising Strategy is a drive on both Bridges with a view to crossing in force to prevent recapture. Admittedly this is the most obvious attack. On the plus side it offers a good chance of success, and although predicted is hard to stop. Start by checking the location of French counters. Note what can be seen and make judgements on the rest. If you are playing a regular opponent you might have some idea of their tactics against others more guesswork is needed. On turn one try to identify the location of the French MMG and Mortar. These units are able to interdict movement from the East. If you can neutralise them great, if you only know where they are that is a good start. Now comes the tricky bit. Deploy a couple of squads to crew the mortars, and run into open ground to draw early French fire. Organise your forces into platoons, of roughly three squads and a share of the support weapons. Optionally the Mortars can form part of these platoons or be used as a separate fire support element. Form a basic plan of attack. Specifically which forces are heading for which bridge, and how long will it take them to get into position to assault the bridge, consolidate, and move forwards. If you have the time trace the path each unit will take for at least the movement to the bridge to check your timetable is feasible. This stage of planning does not have to be perfect the aim is to get a rough idea of how much time is needed. A big decision is whether to move in stacks or as individual units. Moving in stacks increases movement distances at the risk of greater vulnerability to enemy fire. In this scenario you only face one 60mm Mortar using spotted fire,

and a MMG using area fire, long range fire and mandatory fire direction. Moving in a stack could work, however if you use double time it might not be necessary, you can reach positions to launch an attack without the small risk of being mown down in stacks. Using smoke can help, possibly not needed on turn two, and of more use even later on. Make use of cover or blind hexes for protection. None of this is an issue if the mortar and MMG are unsighted or disabled! Expect to reach rows D or E on turn two, F or G if with a Leader. Watch out for the first floor of M2 it has a decent line of sight a nasty spot for a MMG or even just a half squad and LMG.

At the end of turn three you should be in place ready to attack K2, by turn five R7. Take any shots you can against the Armoured car, and later the H35. If you can immobilise a Vehicle it can still fight against you, but will not count for Victory determination. Given the importance of armour, it is worth taking any PaK 35/36 shots first in prep fire. This is to avoid the crew being pinned by a SAN attack generated by one of your own half squad's against a stone building. Next shoot your Anti tank rifles, followed by large firegroups, and optimistic short range MG shots at the AMD35. With a low SAN this isn't crucially important, but with higher numbers this finesse can give you a slight edge. As with all tactics, know when to ignore them!

Another way to kill armour is close combat, use building in your approach, support the attack with fire then roll low. Have another attempt if the first fails, losing a couple of squads will not cost you the game, French armour will if it gets close to a bridge.

Throughout your attack the most important consideration is to keep moving forwards. Time is very pressing forcing you to sacrifice units to gain ground in a hurry. This does not mean you should attack on turn one, rather move quickly into position then drive hard till turn eight.

Mortars, can be jolly useful in woods, not usually helpful in city fights. Before leaving them off-board, freeing up a squad for other duties consider using them as anti tank weapons. Against armour a "4" DR hurts the AMD35, a "3" the H35, slightly better than the performance of an ATR with the added bonus of ROF. Finding good spots to fire from is hard, the M6, N6, N7 woods are front line positions with shots to a limited number of hexes, spotted fire improves line of sight.

Seek out close combat after crossing the Bridge, particularly if it gets you out of open ground and into a building. Ambush if you can. Use inherent smoke or at least roll for it, an excellent tactic when using assault movement, cover enemy squads or armour with it to weaken their attacks. Use captured MGs as anti tank weapons. Take shots at any exposed crews, the exposed crew H35 only receives a +1 vs. fire from the rear or against indirect fire (50mm Mortars?). Watch out for that hidden squad, search buildings, woods, and Orchards or move through them a lone half squad can run onto Bridge for a French win on turn eight.

Most important play this one to the end. If you face French armour ready to drive into position for a win on turn eight do not resign. a failed mechanical reliability roll, lucky mortar shot, or even a failed NTC for non platoon

movement could save you.

Expect a ferocious fight, with French troops melting away under heavy fire due to lower ELR and troop quality. You will struggle for time, and to neutralise the French armour but with careful play you will win.

GD1 Conclusion

This is a good tense game that will feature a hasty German attack, and a French struggle to make good use of Armour restricted by a lack of radios. It takes time for the German attack to develop, making a full eight turns of play likely. French responses are hampered by low ELR, numerical inferiority and the platoon movement restrictions which really do hurt. Both players can adopt a variety of approaches for overall strategy. They will also need to make a number of important decisions during play. On turn eight evenly matched players should have winning chances, with luck playing a part in some of them! Not a bad little scenario.



GD2 OPERATION NIWI

Most scenarios fit into very simple categories for example point defence, meeting engagement, probe or even amphibious assault. Operation Niwi is a bit different, the closest I can come up with would be encirclement or Surprise attack!

GD2 German set up

Your ultimate mission is to ensure no Belgian MMC is adjacent to the Y1, Y10 road at the Game end. This cannot be done with just your initial forces so you must decide what you can reasonably expect to do with the forces available.

One approach is to aim for a firefight with the Belgian units seeking to trade some of your troops for enemy squads on a beneficial rate. This will indirectly benefit your cause by reducing the strength of Belgian units defending the Village. Expect this to work very well if the Belgian is keen on a firefight, less well if he aims to disengage and move West towards the Village. If you like the idea of a firefight setting up in strength on the F7 Hill along the F hexrow is workable, with Mr 8-0 in the E7 Orchard, and two squads/ LMGs' with the 9-1 Leader. Placing units in grain around F4/F5 to move towards the J8 building slightly reduces your firepower initially in exchange for a better position.

This set up is also fair if you plan to avoid an intense firefight but will try to interrupt movement West by the Belgians on turn one. Although initial dispositions are the same your targets will be different aiming for break or pin

results and residual firepower rather than outright kills or casualty reduction.

If you are a strong player you can fine tune these basic ideas by deciding on aiming for casualties or interdiction before resolving each fire attack. This is easier than it might sound, although there is a small risk of degenerating into no plan at all!

Other set up options include starting one platoon on the Hill, with another on ground level in grain. This creates opportunities of the Southern flank for movement up to and through the woods. The weakness is you are spreading your forces a bit thin, and vulnerable to a quick counter attack on turn one.

As you start outnumbered nine squads to five with inferior support weapons, and lower troop quality. Your initial forces are doomed if the Belgians decide to attack them from the start. Setting up further back will save your forces at the risk of allowing the Chasseurs to run to the Village without interference.

On turn one decide between prep fire, movement, Skulking and/or entrenchment attempts. Base this on your own dispositions, those of the enemy and your overall tactical plan. If you can reach stone Building J6/J7 safely it will be easier to interdict Belgian movement and much harder for the enemy to suppress your troops. In some games the Belgians will launch an all out attack, in some a mass movement West, in others a smaller Westward drive covered by a force of two or three squads.

In subsequent turns subject to enemy action aim to exert pressure. This can be the destruction of units, keeping enemy troops in the East, limiting rout options or drawing enemy fire. If you can push further West you will complicate rout, threaten encirclement and always distract your opponent.

In the closing stages of the game you should either be eliminated, struggling to rally broken units or pushing toward the Y1/Y10 road. A lot depends on how strongly the Chasseurs have opposed your actions in the East, and of course "Luck". The more troops you can engage in the East, the easier the task of the GrossDeutschlanders becomes. An absurd way to win would be to draw the entire Belgian force into a firefight where they drive you into the A4 and A7 woods capturing your entire force before remembering the Victory conditions.

This is quite a complex scenario, it is probable how you set up German onboard forces will not be critical. Expect to recover from a poor set up if you have to by movement, fire combat and/or guile. To win you need to be flexible, and alert to fleeting opportunities. as long as you have some forces in the east even a strong player will be distracted which must help your cause.

GD2 Belgian set up

To win you must have a MMC adjacent to the Y1 to Y10 road at the game end. Before achieving this you must disengage from a weaker force, then move West into a strong German attack. This is difficult to say the least, aside from tactical considerations you will need to take control of your own morale. There is a very real danger of encirclement, destruction through failure to rout and the chance of a very embarrassing wipe out by the krauts. To win you

must be tactically adept and keep a firm grip on your play.

Several openings can be used, it makes sense to have a rough idea of these before set up, then adopt the one that takes advantage of any weakness in the German set up. It is unlikely the Germans will set up towards the Eastern edge of the board. If they do the bulk of your forces can start on the O hexrow ready to run West. You can send your entire force towards buildings V8, U7 and S4, or leave a covering force to slow down the Panzer troops. Two to three squads would be enough, starting in building M8 and the woods adjacent or around L6 ready to go for Building J8/J9. With only two Leaders sparing one to support this force is a tough decision, on balance I think both are needed for the fight in the Village. A MMG is a fair idea particularly if you are defending M4, as it could delay movement by a firelane through grainfields. It is unlikely the Germans will set up way back on the A/B hexrows, slightly more likely he will hide behind the F7/F8 Hill.

If faced with a reverse slope set up, defending M4 is workable, as it has a line of sight to F7, F6, and G7. To contest movement onto G8 and F8 an MMG in O9, or at a pinch O8 looks reasonable. Using defensive fire and prep fire you should be able to suppress the Germans before moving West. When it comes to movement check lines of sight and avoid fire completely if you can. If line of sight is blocked you can double time, move in stacks and skip merrily through open ground.

If the Germans go for a more conventional set up, expect either a Hill top position, some forces in the grainfields or a mix of the two. These are challenging openings with a number of counters. One idea is to hit the German force hard then move West leaving a couple of half squads to mop up. Setting up concealed in Building M4, and the woods you could break a fair proportion of the German force in defensive fire with better than average luck. If you can exploit this quickly, you could quickly move West for a tough fight which you should eventually win. There is a danger of German prep fire doing real damage, followed by poor defensive fire and a hard fight for a win. If you believe the Panzer force is Vulnerable you could try a MMG, squad and Leader in M4, with squads in M1,2 and 3, all concealed, the other MMG, Leader and a squad in O9, and your remaining forces in support say N8/9, M8/9 and L8. if you win the firefight excellent, if not run West. Units in the woods can use the path to reach S4 in two turns.

If you expect the German prep fire to be destructive and aim to avoid a firefight by moving West carefully note the positions of German units and their lines of sight. If all German forces start on the Hill or you expect them to move there you can try to keep out of their line of fire. Decide where you will move to. Spots to consider are buildings S4, U7 and V8/V9. Starting with S4 this is very strong defensively, incoming fire is hindered by brush, grain and even orchards, so too is outgoing fire but the beauty of this post is it can hold out against a strong attack for a few turns and cannot be attacked before turn two. Expect to have a unit there on turn five ready to run to the road. Even a half squad there will be a nuisance. U7 is a wooden building, vulnerable to

attack from buildings W5, W6, and W7, a decent fire attack could clear you out in a single turn but I think it is still worth considering if only to restrict German movement, or to consolidate your hold on V8. A multi hex stone building V8/V9 is fairly hard to attack, more so if the German likes the idea of shooting from Z8 and Z9. V8 cannot hold out indefinitely the aim is to tie up German forces to create an opportunity elsewhere. If the Germans get troops into X7, and W7 expect the whole flank to cave in but maximise the time this takes. If you can get a machine Gun and leader into V9 great, with ROF it could delay attacks or do serious damage.

Very rarely the GrossDeutschlander will dawdle, this will give you a chance to occupy the X6, X7 and W7 stone rowhouses. This will be unusual giving you the advantage of a forward position. Although this should lead to a win try not to get pulled into the Village and a protracted firefight or melee that favours the Germans. At most moving into X5 and Y5 to secure you flanks but no further. An embarrassing way to lose would be to advance into the Village and forget to control the road.

This has been a very broad brush approach! Set up and overall plans help a bit in operation Niwi, the deciding factor will be a players skill. Flexibility to plan ahead and seize opportunities will be more important that a few good die rolls, exploiting any mistakes your opponent makes will also help.

A few quick points, avoid close combat as an exchange of units benefits the Jerrys'. Similarly seek to conserve your force rather than seeking murderous exchanges in fire combat. Deploy squads in the last couple of turns ready to run to the road for a win. Trash any Mortars you capture. With a SAN of four you can expect a few sniper attacks, use any "2" results to get the sniper into the Village and onto Mr. 9-1. Treat turns four and five as a puzzle, try to forget any bad news in the preceding turns and see how you can win in the end game. Remember your squads have spraying fire, very useful against troops in the open, or to place residual fire in front of your defences- don't expect to use it every turn but do use it. Finally keep looking for cunning little traps you can spring on your opponent throughout the game.

This is a tough one to win, well worth playing to command the Chasseurs Ardennais very tough troops in a tough little army that saved many French and English lives by delaying the German Blitzkrieg.

GD2 German Entry and Attack

There are least two ways to win this one, either control the approaches to the Y1/Y10 road, or Kill or capture all the Belgian MMC. A win by elimination can happen, if the Belgian player is reckless or very aggressive. In most games you will win by controlling the road. All your turn one moves will be out of line of sight of the sprouts allowing stacking, double time, bypass and movement through open ground. There are three areas you should head for, the Woods and graveyard around Z8, Building Y3, and finally Buildings X7, W7, W6 and W5. Only the Z8 position can be reached on turn one.

Splitting the GrossDeutschlanders into three platoons to make use of available leadership makes sense. Each platoon will have three squads



and a Leader but support weapons will be allocated on a mission specific basis. That is a fancy way of placing the Mortars with the platoon heading for Z8, the MGs for the Central platoon and the ATRs for the third.

Begin with the Mortar or "A" platoon, give a dismantled mortar to two half squads, attempt to deploy a squad for the third, the move from GG9 to AA9, AA10 or AA8 in the movement phase, you will need to stack with a Leader and use double time. Move forwards in the advance phase. next turn assemble the Mortars if you need to shoot at Building V8/V9, or prepare to move forwards if the Belgian has neglected to head for the building. There is scope for lateral movement into Z7, then onto X7 with the squad not using a Mortar. If you are not a fan of Mortars in urban scenarios ditching two or three on turn one is an option!

"B" or the MG platoon enters on GG5/6 and heads for AA6, this takes seven MF, advance into Z5, or Z6. In the next turn you can enter the buildings around X6.

"C" Platoon heads for Y3 ending turn one in AA3, or AA2. If building S4 is ignored by your opponent move forwards to strengthen your hold on the road. There might be a good case for giving this platoon a Mortar moving forwards and digging a foxhole. As hindrances effect to hit rolls less than IFT attacks a series of 2 FP mortar attacks could prove useful. There is also a case for using a LMG to place a firelane. These are difficult choices take your time and make the ones you are happiest with.

There is scope for switching support weapons between the platoons and adjusting the turn one or turn two objectives of your troops. A drastic rethink is needed if the entire Belgian force is headed for Buildings S4, V8/V9 or hammering your Panzer troops!

In the event of a massed Belgian attack on a single point you should be able to from up in front and win any firefight. Pressure from the Panzer troops will help, encircling units and restricting routs. Eliminating the entire Belgian OB is possible.

Occasionally the Belgians will seek to destroy the Panzer troops before heading for the village. Move the GrossDeutschlanders East, whilst giving ground in the East. If the Panzer troops can hold out for a couple of turns or draw the Chasseurs to the East your chances of a win are good.

The most dangerous Belgian defence seeks to contest control in two or three areas, working towards a big push on turn five. In the last two turns you might need to take a couple of buildings from the enemy. There is no easy way to do this, aim to use fire support, smoke and overwhelming numbers or strength to pull this off. As ever Melee is a bit of a lottery, in its favour you can readily afford an exchange of units. As both sides OBs shrinks your problems are reduced as long as you are not exchanging units at an unfavourable rate.

On turn five expect a desperate attack, absorb what you can then resolve any problems that arise during your turn six.

Although this is a difficult scenario for both players your attack is fairly simple to execute, by contrast the Belgian player will have a very anxious game. If you can kill, capture or even wound a Leader do so, as this greatly helps your

game, it becomes easier to break, encircle and capture your opponents when Leadership is missing.

In brief run onto the board, set up a firebase then drive into your opponent. On turn five expect some surprises from the Belgies, a tactical puzzle on turn six and hopefully a win.

GD2 Conclusion

In my opinion "Operation Niwi" is another little beauty. A few players will not like the rush for control that will take place on turn five, in this scenario it is appropriate and more in keeping with earlier risks taken by both players. I started thinking it was another Village assault, until eventually realised the Belgians are facing an attack from the West through the Village and not just from the East, a recurrent problem from speed reading scenario cards. Operation Niwi would make an interesting tournament game, or a fun three player game. If played as a team game the Germans should get the balance as close co-operation is needed for a win, this is very hard to do even with two experienced players especially when they are friends!



GD3 TEXTBOOK ATTACK

As the title suggests this is a combined arms attack on a French Village by a mixed force of Infantry, Artillery Support, Guns and Assault Guns.

Board 39 is in play as the German set up area. Dominating the terrain is the huge level four Hill 779. Covered in trees and some brush it does present some challenges when determining line of sight. It is worth both players spending about ten to fifteen minutes studying the terrain, line of sight is crucial to set up and developing your attacks. At first glance it looks like woods will block line of sight beyond adjacent hexes. Closer inspection reveals there are a number of rather splendid spots with views across board 44 to the Village. Starting from the North the following spots are worth considering as Gun or MG set up locations, P5,S5,T6,V7,W8,BB9 and CC9. All locations are level two or above, there is a greater number of level one hexes on the edge of the Hill with lines of sight to some or most of boards 44, these are easily found.

The German player needs to be aware of these spots for set up, the French when trying to anticipate German plans. Both players can set up guns in concealment terrain hidden and emplaced. This gives the 25LL guns a sporting chance of a StuG, and the Infantry Guns some protection against the French Mortars.

GD3 French Set up

If you control a stone Building on Board

12 at the game end or inflict over 30 CVP on the Germans you have won. Neither objective is particularly easy. The Casualty Cap is rather high considering the resources at the Germans disposal and the difficulty in destroying a StuG or StuGs'. Even so most German players will tend to be slightly less aggressive because the CVP limit exists.

German Forces are rather strong. Their Infantry forces slightly exceed your own in numbers, have a big lead in troop quality, ELR, Leadership, and even support weapons. To offset this you have a strong defensive position, fortifications, concealment, and higher SAN. German on board support is provided by three infantry Guns, and three StuG's, add 105mm OBA to this picture and it becomes clear you are in for a stiff fight.

Despite German advantages on paper you do have winning chances. Firstly the enemy must cross two and a bit boards in a hurry, then destroy or neutralise your forces before controlling all stone buildings. Ten turns are allocated for this task you can win just be holding on grimly till the end.

Set up presents a bewildering array of choices, ranging from Point Defence to a great number of small squad and half squad delaying positions. A dispersed set up has the advantage of reducing the effectiveness of OBA, and to a lesser extent on board fire. It is an effective defence against an unlucky or ponderous opponent, against strong opposition it should fail. If a dispersed defence appeals, split your forces in squads and half squads and occupy any piece of terrain that takes your fancy. Conceal any exposed units for protections, create some Dummy stacks (only a few though) and gain concealment at the game start if you can. Chances are you will lose badly, congratulations if you do not!

Rather better is a point defence. By leaving most of your troops off board 44 you spare them the attentions of the German HMGs', and make the to hit rolls for the Infantry guns with * barrels lower. Set up will be centred around two or three of the four clusters of stone buildings on board twelve. These are the Church 12U5, the Market Place 12R6, and rowhouse clusters 12P3 and O6. Your forces are just about strong enough to occupy all of these in some strength, maybe a platoon and MG per multi hex building, with odd squads and half squads nearby. By placing the HMGs' in upper level locations say U5 and Q8 or O7 you threaten units running across board 44. Your 60mm Mortars are sited to duel with the Guns expected on Hill 779 airburst and rate of fire will help, go for the Artillery observer if you can.

The two main weaknesses of this defence are vulnerability to OBA and Artillery fire, and the freedom of movement given to German units crossing board 44. The worst that could happen might be a series of effective artillery strikes in the first three or four turns that hammer your defences, followed by an Infantry and Assault Gun attack that drives you from the Village just as your 75mm Guns arrive. In most games this will not happen, even 105mm OBA can be of limited effect against troops in Stone or fortified stone buildings, the Infantry Guns are firing at rather long range, expect to be in the fight till the game end.

So far no mention of the 25LL guns has

been made. The guns have limitations when used against armour. A basic to kill of 7, rising to 9 at point blank range will struggle to frontally penetrate a StuG, even side on you are looking at low numbers. Unfortunately your guns are important antitank assets, other than close combat and the 75mm Guns that arrive on turn five you have no other answer to the StuG, except maybe the Mortars? Placing the guns ahead of your main position is effective, so to is working on the flanks or tucked away with your main body. There is not much to choose between sites, if paralysed by indecision use the same random location roll procedure used for drifts or an artillery spotting round, or go for Orchards 12EE3 and 12P6. A long range shot from a Gun can hurt a Gun crew, either try this from the Game start or once your guns are revealed, a few rounds at infantry makes sense in an emergency. If the Guns Kill, or even immobilise a StuG they have done rather well, two or three StuGs is even better.

Your third defensive option is very similar to a point defence, differing in that board 44 is considered as a brake on German movement. Between two thirds and three quarters of your forces will be in the Village, with the rest either in front on board 44, or on the extreme flanks. A platoon in the Church with a HMG makes good sense, the like of sight from Level two locations is excellent allowing a threat to troops moving on board 44. Stone buildings 12AA6 and 12C6 are manned by a concealed squad or half squad, with a hidden gun, concealed MMC or dummy counter nearby. These are very weak flanking positions vulnerable to determined assault but able to hold their own for a turn or two at least. Other delaying positions are formed on board 44. German Infantry forces will in all probability not climb over Hill 779, instead they are more likely to move along the Northern and Southern edges of board 44. Even a squad or half squad will impose a delay, very few players will move a stack of units in the line of sight of a concealed unit of unknown strength, by holding your fire you pressurise you opponent, a mix of dummy and real counters is useful. Pick your spots carefully trying to avoid direct lines of sight to the Hill.

One radical idea places a weak platoon in a board 44 two storey building, 44S7 or 44BB8. These units seek to delay movement for a turn or two before being broken or falling back to the Village. If they attract OBA either HE or smoke the Village is spared for a turn, not a bad result for a couple of squads.

Key to the French defence is effective use of concealment. Creating six dummy stacks will fail miserably, it should be blindingly obvious all are dummies! Better selection are two or three dummies, and six or eight concealed MMC. Gain concealment for other units by setting up out of line of sight then moving into position before the Germans arrive. Concealment will protect you from IFT and Direct fire, it even makes landing OBA on you harder.

Fortified buildings are good fun. If you really want to you can create a small fortress in building 12U5. Fortify the ground floor, then Level one of U5 to place an Anti tank gun up there. there is even scope for fortifying all the way up to level two for a tough machine gun nest. Other choices are as good, maybe one hex in a key building, or 12AA6 and 12C6 to stiffen

resistance there. Best avoid board 44, and try not to fortify hexes the Germans will find very useful once they fall.

On turn five three horse drawn 75mm Guns arrive. Move quickly to firing positions next to a building on turn one. The Wagons can move off-board, the guns can try to enter a building if not shooting. There is no need to seek out targets, they will appear soon and in great numbers. With a basic to kill of 14 a 75mm is a real threat to a StuG, against Infantry any hits attack on the 12 FP Column, or 24 and reverse TEM for critical hits. Spread the guns out to avoid Artillery, and take your time thinking before you bring them on, you do not want to give the Germans a wagon or two and a couple of Guns for no discernible gain.

A few general points. The StuGs cannot gain control of the Village on their own. They must be supported by Infantry which slows the Speed of the attack. Even without the presence of French troops, it would take five or six turns to cross from Board 39 to the Board 12 Village. It must take one or two turns to control a building, the Germans are really pressed for time. Any delay to movement will help your cause. Killing units is the best way to stop them moving, breaking them nearly as good, pinning helps a bit, simply stopping a unit using double time movement, moving through open ground, or moving as a stack with a Leader creates a delay. Aim your attacks at Leaders whenever practical this really does help slow down the attack. All these little pauses add up to a win. If a German gun malfunctions and is disabled chalk up two CVP. Use captured ATRs if you get a chance a lucky shot may hurt a StuG. Go for Close combat if you are approaching the CVP cap or it suits a specific plan. Use the Smiper against the Artillery observer or rather his general location early in the game, later on shift back to the Village for the Finale. Always take a decent shot at a German Leader as there are very few in this Scenario. loss of Leadership reduces German movement and delays rallying, as well as marginal effects on fire performance. Killing the leader with the Radio would be a minor coup, the best chance of this could be a series on long range 60mm Mortar shot and airbursts, backed up with some luck.

Expect to work hard playing this one, German forces are strong, and you face a variety of threats from Artillery and massed Infantry Assault. To win you must either gradually delay the attacker, or wear him down by numerous small painful attacks to blow the CVP Cap. Never give up, no matter how desperate the situation appears, you receive reinforcements on turn five and not only do you have to lose the German player will always have to work for a win, holding on to just one stone building makes you the Victor.

GD3 German Set up and Attack

Your objective is to gain control of all of the stone buildings on Board twelve by the game end, without losing more than 30 CVP. Before play starts you need to agree with the French player which buildings are stone, some of the early printed versions of board twelve have purplish brown stone buildings. There is no need to resort to gamesmanship just clarify what you need to control before you play. The Casualty cap is rather high, it is unlikely you will breach it unless you

start losing StuGs, and their crews.

Before setting up have another look at the map, and note the positions of French units. You need to make an intelligent assessment of his deployment to help plan your attack. In particular you are looking for the HMG positions, mortars, squads and dummies. There is no way you can be 100% accurate but with guesswork you can determine a certain amount. Mortars are unlikely to set up in buildings, but any three counter stack in woods, brush, grain or Orchard hexes could be one. Half expect the HMGs high up in the first and second stories of board twelve buildings. You can make mistakes at this stage and probably will, particularly if your opponent is keen on setting traps. Keep in view the most obvious logical set up is frequently the most effective, cunning traps seldom work without a deal of luck! It is highly probably the bulk of French forces are on board 12 in the Village, with a screen of some units in front of direct approaches over board 44.

Almost as important as the French are terrain and time. Ten turns sound like a long scenario until you look at the distances you need to cover and factor in delays due to enemy action. this may be a "Text Book" attack but your starting positions are less than ideal. Hill 779 is a good spot for support weapons but creates a big obstacle to your manoeuvre elements. The quickest way across board 44 is to move North and/or South of Hill 779. Climbing the Hill to move down the centre will waste one or even two extra turns for very little gain.

Assign an 8-0 Leader to act as forward observation officer (FOO) for your 105mm Module. He can move forwards with the troops of stay on board 39. A useful spot is 39G7 having a decent view of the Village, whilst being far away from return fire. You can be there by the end of turn on ready to roll for fire support timed to arrive in your second prep fire phase, in fairness it may take a turn of two to land a mission where you want it but it always worth considering optimum results alongside the usual gloom about broken radios failed contact rolls and red cards. If the artillery arrives you can use High Explosive for 20 IFT attacks, with a chance of rubble or favourable combat results. Smoke, and even dispersed smoke are worthwhile providing valuable cover. High Explosive has the advantage of causing casualties, smoke conserves your forces, both are desirable making deciding which to use difficult. Personally I favour HE particularly for 105mm fire, if the module were 75mm or even 81mm Smoke makes more sense. It is a shame you can't fire a mixed fire mission of dispersed smoke and harassing fire with a reduced blast radius but rules is rules. If you do not receive any fire missions this scenario will be a bit of a struggle, you can still win if you play well, have some luck and your opponent makes some mistakes so do not give up. A SAN attack may kill a French Leader or boxcars disable a French HMG, a lot can happen in ten turns and it is daft to give up on turns two or three due to the loss of OBA. There might be some justice in asking for the German Balance provision if you draw two red cards and lose the Module on turn three, but play on if you do not get it.

Although there are several ways to attack the most promising approaches are either a single thrust down either the Northern or Southern edges



of board 44, or an attack down both flanks. Use the Infantry Guns in a direct fire roll to support these moves with fire. There is some merit in using the 50mm Mortars on the Hill to help strip concealment from units in woods, this takes a turn or two to pull off as the mortars start out of position. If the idea does not appeal use the Mortars with the manoeuvre elements. The HMGs' and Leader from Kompanie 15 can fire from Hill 779 or move forwards as part of the attack. If the French appear to be on board 44 in strength, fire support is the more sensible option. If they are waiting for you on Board 12 moving forwards appeals. An associated gain from this is adding a leader to you attack. For some reason you are really short of Leadership in this one, as at least one leader is tied up with the Radio.

Attacking down a single flank has the advantage of concentration of force. For the Infantry there is not much difference between the Northern or Southern flanks, whichever you chose has some cover and some open ground on the way to the Village, both need to go some to control the last building or buildings on board 12! The StuGs will have to start in Woods or in bypass to set up North of Hill 779. If the risk of Bog is acceptable and fits in with a particular plan do it, if not start South of Hill 779. Organise your troops into platoons set up on row 4 then move forwards with StuG support. Moving through open ground in the face of unknown enemy units is stressful. Use half squads as probes followed by squads, and later small stacks. Make use covering fire or smoke from the StuGs', 150mm Gun, OBA and inherent infantry Smoke. Use assault movement, double time even armoured assault, every turn should present new problems that demand creative play. Periodically a concealed half squad will hurt you, or a dummy stack will delay you. More dangerous are the French HMGs'. The best defence is to stay out of their lines of sight. When you cannot do this use the best cover available, any fire support you can get, and of course smoke.

An attack down one flank will brush aside French opposition and sweep into the Village with low casualties. In the time available it can almost certainly capture the Village centre and outlying buildings on one flank. Capturing outlying buildings on the extreme flank is tricky. With French reinforcements it becomes very tricky indeed.

One approach to this difficulty is to attack down both the Northern and Southern Board edges. This makes the capture of remote outlying buildings easier, and helps capture the village by attacking from two directions at once. Unfortunately you are short of squads and Leaders. Using the MG section from the Hill helps a bit allowing two platoons of three squads and two leaders to be used on each flank. This has promise and should work against most French defences. A related attack uses troops from the Hill but allocated more forces to one flank than the other, this makes sense if you have strong suspicions of French set up.

The StuGs' support the Infantry attacks. They can use Smoke (S10!), and smoke dischargers, provide cover and have a respectable High explosive armament. With close Infantry support they should be spared too much effective fire from the Hidden 25LL guns. Losing an AFV to a 25LL gun is damaging, particularly if the crew

fails to survive, to win you must move the StuGs onto boards 44 and 12 placing them in range of hidden guns. Given the guns low to Kill numbers it is more likely you will be hit by deliberate immobilisation, consider bailing. With luck you may be able to fire the 75* at targets of opportunity after dealing with the Gun. Immobilisation does not count for CVP loss even if it is nothing to celebrate. Later in the game keep away from unlimbered French 75mm they are deadly .

Regardless of how you get there you will have to clear the Village. Once close to the Village, shoot your way in then quickly move from one building to the next chasing out the French. If you took only four or five turns to cross board 44 your chances of a win are good. If you were significantly delayed taking a few calculated risks might get you back in the game. Use the StuGs in a close fire support role. do not forget long range fire from the Infantry guns and OBA if they are sighted.

During the Village fight if not earlier make moves with small forces towards outlying stone buildings. Capturing these can be difficult even when they are weakly garrisoned. The StuGs can help enormously with this, unless they have already been allocated other tasks.

This is a very tough scenario, you will have to work hard for a win with or without Artillery support. Keep checking the distances you have to cover in the time remaining to stay on track for a win. Once you arrive at the Village focus becomes really important. It takes time to control outlying buildings, or to clear multi level buildings. Be careful attacking the Church (12U5) gain control of the staircase before clearing the rest of the building using fire combat. In some games you will play a good game but lose because you failed to capture that last building, this is harsh. When you play well and have your share of luck a win is very satisfying and richly deserved.

GD3 Conclusion

This is a test of skill for both players, set up needs a deal of thought, during the game concentration for extended periods is necessary. Expect to feel tired even if you win! This really is a well designed scenario that will present a challenge to both players. It seems a bit intense for friendly play but there definitely is a need for challenging scenarios like Text Book Attack.



GD4 THE ROAD TO LYON

For the Germans this is a Hasty assault

scenario, trying to gain control of ground within a casualty cap. As the French this can be played as a delaying action seeking to slow down the German attack, or as a positional defence seeking to inflict casualties. Particularly for the French this is a good test of several skills.

Both players need to appreciate the Victory conditions, the casualty cap is easy to understand. Road control is a bit trickier. This may be blindingly obvious but there is only one road that goes from North to South. Only at the 10Y5 walled roundabout is there any scope for any deviation in route.

GD4 French set-up

There are two ways for you to win, either inflict 21 CVP losses on the Germans or control a single hex on the road that blocks a contiguous North South route.

Set up offers a great deal of choice, ranging from solid tactical play through to a series of cunning tricks, traps and ploys. Rather than attempt to cover every option we will look at some basic ideas with a few options thrown in to consider. Generally your options reduce to a forwards defence, point defence or blocking action, there are similarities between all of these, apologies in advance for some repetition.

Forwards defence seeks to hit the Germans hard as they enter. With two leaders you can organise two strong points of resistance, with a few smaller outposts or screens as needed. By definition forwards defence will be close to or on the front line. Setting up on board six it is hard to resist the N4 Chateaux. Squads in N5, M5 and M6 with a leader and the HMG in M6 contest entry on the western flank. The HMG has some longer range shots into the Centre or Eastern parts of the Board, keep a look out for blind hexes though. It is hard to see how the Germans could ignore this position, if bypassed the HMG has a long reach, and the occupants could run for the road late on. If seriously attacked fall back, as given time the Germans will organise an assault with smoke and covering fire. On the Eastern flank set up three or four squads around the C4 building and adjacent woods. Add a leader and an LMG or two and you place a small brake on the German forces. Shoot it out if Jerry tries a rush, fall back if a more deliberate assault is imminent. A squad, two half squads, half squad or couple of concealment counters in 6D6 looks nasty, and can be if it catches squads running in the open. Adding an LMG to 6D6 is a bit risky as the position should fall on turn two at the latest, if the idea appeals try it? The remaining squad or two can be added to either position or start as a screen in the 6H6 Orchard. The SA37 APX or "Ghost Gun" fires APCR. At short range it is extremely potent, with a basic to kill of 13, rising to 16 at one hex range. Against the StuG's armour factor of six this gives a reasonable chance of a kill, immobilisation or shock, and a decent chance of a burning wreck. Ideally you want to place the gun in the path of the StuG and kill it on turn one. There really is no way of knowing how the Assault gun will enter. You can improve your chances of an accurate prediction by using roadblocks to channel movement but there is always a chance of the StuG avoiding your gun. Several hexes are reasonable for set up, Woods hexes 6J1, 6H1, G3 and M1 could be considered, the 6H6 Orchard is risky,

although 6J5 is very, very tempting. You really can spend hours agonising over which hex to pick, then become petulant when the Germans overrun it with Infantry or avoid it. One idea is to pick a number of hexes, allocate them a DR or dr score and roll for it. True to form if you have a really strong preference you will either reroll or ignore the result and do what you really want. It is nice to Ice the StuG on turn one, making a big show of looking for a blaze counter, then sniping at Infantry targets with 2 FP attacks, but Killing the StuG will not win you the game, and the German no longer needs to find the Hidden Gun! The Roadblocks can be used to create a stone wall or used to channel StuG movement. Some spots to consider are 6I1/I2 to prevent easy access to the Village, 6P3/P4 to complicate movement round the Chateau. An odd choice is 6C3/C4, to force movement further East, similarly strange 6K1/10W1 combined with 6I1/I2 to slow movement into the Village. There are lots of other spots, accept any choice will be a compromise, and if the Germans are determined they will destroy or clear a spot you favour.

If successful your forwards defence will inflict significant casualties in the first couple of turns or break enough units to delay further attacks by a turn or two. Depending on the results of combat in the first two turns you can stand your ground, or fall back three or four hexes to recover from bad luck or strong German play. At some stage you really will have to fall back in a series of bounds to the Village details of point defence and blocking action will help you plan this. Expect winning chances if the German attack is very reckless or heads down one flank, most dangerous is a thrust through the Orchard to gain a central position to attack either flank before it can easily withdraw.

A point defence has some similarities to a forwards defence varying in terms of the area chosen. The basic idea is to pick a spot where you have advantages over the attacker and which he cannot ignore. An example of this would be the 6N4 Chateaux. This is a second level Building with +3 TEM. Any attacker would most likely be firing from behind a hedge with +1 TEM before running across open ground into the Building. A careful German attack could take the building in the time available, by massing large firegroups, encircling the occupants and shooting a way into the building. Another German option is to ignore the position and dig in to keep you away from the road. For point defence 6N4 is a poor choice. Around 6C4 is another area for consideration, although this is vulnerable to an attack through the Orchard. Several buildings on board ten could work but give the Germans a lot of help crossing board six quickly. If pressed I would consider the area around 6I1, with luck you might be able to dig in before the Germans arrive. Setting up concealment counters and /or some units in the 6H6 Orchard should slow German movement. Squads in buildings 6E2, 6C4 and 6N4 also slow any attack particularly if armed with an LMG. Point defence has less to commend it than other options. The best chance of success lies in errors by the German player, for example splitting his force into three or four platoons and sending one against each of your outpost whilst pushing too weak a force against your point will waste his time and cost him some casualties. If he thrusts

vigorously into the guts of your position then chases your outposts later odds are you will lose!

There is an alternative, a series of blocking positions that hope to anticipate the route of German troops along the road, finding areas to slow down the attack or inflict casualties. A decent spot for your first block is our old favourite 6D6. Anything from a dummy unit up to a squad will present a tactical problem for any German attacker. Close to this in building C4 another squad with a LMG of two squads restrict options on turns one and two. By setting up in a woods hex you can dig in, tempt the Krauts to assemble their Mortars then scarper backwards before the airbursts start. This slows the enemy down a wee bit, and makes it hard for him to know where you will fight and how hard to push. West of 6D6 a few counters in the Orchard can look like a strong force. There is a very real danger of being overrun by German Infantry running through the Orchard. Unfortunately the risk for you is greater than the German, probably you will break a few squads, next turn they will rally...your own losses would be prisoners or KIA so don't risk more than a couple of half squads. You can just about afford to lose a half squad a turn, higher losses will lead to a defeat. On the Western flank it is very tempting to occupy the Chateaux. Placing the HMG on the second floor of M6 gives you an excellent line of sight. Before you do this think long and hard, with no supporting troops this unit will face isolation and destruction, is this acceptable? Nearly as good would be a squad and LMG planning to withdraw or skulking for a turn or two. Your remaining forces are concentrated around and in front of 6J1. they will fight until pressed to fall back first to 10X2, and in successive bounds further South. Building K1/K2 is key. The 8-1 leader a squad and LMG or HMG start in K2 Level one. Out in front A squad and LMG are in building K4, ready to run back when attacked. a hidden gun in J0 is rather obvious, for the simple reason it is a good spot. If avoided by the StuG it has done a good job. Later try a few shots against Infantry, a wee bit later move! The Ghost Gun is M10 if moving into open ground the chances of success are good, even better if you accept low ammo status. Certainly an alternative to destruction in place. If the gun is lost the 8 morale crew can man a MG effectively, fight in line or take cover ready for a dash to glory on turn seven. A roadblock in 6I1/I2 helps this defence and gives cover for a retreat or to cross the road. Use dummy counters alongside real troops in realistic positions, 6D6 is a good example, 6E2 also works. If you can pull some of these units back as long as you will not lose concealment, even pulling a German half squad out of position is a result.

The blocking defence requires movement, fall back before the German gains his balance, but only give up as much ground as you have to. Fall back in bounds, leapfrogging one group past another to gain concealment or rally before covering the retreat of the other group. Keep an eye on the turn record, it is likely you will win when the German runs out of time, almost certainly your own forces will be in pretty bad shape but as long as you have one MMC next to the road you have won.

A few loose ends and wild ideas. Take a shot at the exposed StuG crew if you get a chance.

At point blank range you can just about hurt the StuGs side or rear armour with a MG, fair enough after an overrun not a game winning plan. Using close combat against the StuG is another last resort. Avoid close combat with Infantry as you start with numerical inferiority and a straight exchange hurts you. Use the roadblocks as walls to create cover, I1/I2 is an example. Wilder thinking suggests B6/C7 with a squad and LMG behind it. A half squad way back in the X10, or Z10 woods does weaken your front line but may discomfort your opponent. A hidden gun there makes play against the StuG harder but keeps you in the game for a long time. Remember a level one of a building is not adjacent to a road, which is a useful lesson for the real world.

Unbelievably that was the easy bit. The excitement starts when the Germans attack. You must gauge the direction and strength of their attacks quickly then frustrate his plans. He may be dispersed across the whole board, or concentrated in one area. Try to hit a dispersed attack by a concentrated force in front of it, do the opposite and fade away in front of a massed attacks. This is not easy to do, get it wrong and you will be flattened. During play decide if CVP or control is the way to win. Modify this if you suddenly suffer bad luck or Ice the StuG and flambé its crew. Be careful with your sniper Killing or wounding Leaders and breaking front line troops will be enormously helpful, with three German 50mm Mortars you can expect some sniper attacks. Periodically make a rough calculation of far the Germans can move in the time available. If late in the game it seems simply impossible for the Jerries to reach the Southern edge, take into account the possibility of riders before you double time to the rear.

Most playing of this one will be stressful fun, take a break every couple of turns you really do need to concentrate for a win. As the French you have to play well to win, though this is challenging rather than impossible. If you do lose you should learn a few lessons from your opponent and might be able to claim the dice were against you. I would probably go for a blocking action, point defence looks doomed, a forwards defence could work and is easier to play, as always pick the tactics that you feel most comfortable with.

GD4 German entry and attack

You have two missions, first to keep below a casualty cap of 21CVP, second to ensure no French MMC are on or adjacent to the North South road at the game end. The Road objective is made a little easier by not needing to occupy or have passed through all the road hexes. This is important, if you destroy the French force you have won. Similarly if the French set up on board six only you may not need to enter board ten for a win. In all cases the casualty cap applies!

A big worry at the start of the game is the hidden 47L gun. Even frontal shots will kill on a roll of six or less, with potential for immobilisation or shock on a seven or eight. Combine this with rate of fire, range effects, and shots at the side and rear and you do have something to worry about. Sadly there is absolutely no way of knowing which hex the Gun is in. Almost certainly it will be hidden, maybe on board six, maybe on board ten. If your play degenerates into an attempt to save the StuG your winning chances will be



reduced. Being Gung ho, and pushing the StuG far forwards can work, even if the tactic deserves to fail. All armour is vulnerable to close combat in urban terrain, without a MG the StuG suffers an adverse modifier in close combat and cannot fight back very effectively. In fairness being aggressive can go some way to winning if you pick the right time and place. A slightly more cautious compromise might be better. If you use the Gun in an Infantry Support role it's chances of survival are improved. Keeping the StuG two or three hexes behind a screen of advancing Infantry places you in position to give direct fire support, in return the Infantry protect you from close combat and have a reasonable chance of finding, or neutralising the gun and it's crew.

Sensible StuG saving precautions include using smoke from the Smoke Discharger, and firing Smoke Rounds. Due to Elite status you fire Smoke with a depletion number of ten, that is pretty amazing and jolly useful. The Smoke Discharger has a usage roll of seven, or six if you are buttoned up. SDs' are useful if being shot at or to provide cover for moving Infantry. In an emergency you can try for smoke grenades if crew exposed, as this needs a dr of "2" consider this a last resort. If you are being shot at keep moving, try for a spot that is out of the line of sight of the gun, if caught in the open and the gun has lost rate, stopping and reversing sometimes works.

Good old HE has a role to play, a duel with the Anti tank gun is risky, firing at the HMG or other Infantry positions from a safe position is a good idea. On a very low roll your 75* rounds might rubble a wooden building, more often expect a serious morale check. Overruns are probably a bad idea, save it for the odd broken units or a last desperate attack on turn seven or eight.

If the 75mm Gun is disabled your vehicle is forced to withdraw. This could spare you from 47L attacks. By using intensive fire you dramatically increase the chance of breakdown and subsequent exit. This may rank as sleaze, possibly it is Historically accurate, simulating some rapid fire followed by pulling back to replenish ammunition stocks. Sleaze or not, definitely worth considering in the last couple of turns. Personally I would not object as the French to someone attempting it. If the French player is sharp you will not get too many chances to fire, either through skulking, or simply withdrawal.

Despite a degree of careful play there is a chance the 47L will take a shot and kill, immobilise, Shock or flambé your assault gun. A burning wreck is beyond salvation. If immobilised there may be a case for abandoning the Vehicle, even if unscathed if you are in danger of being destroyed bailing out before you have to may save two CVP. Not everyone will approve of this tactic, try putting yourself in the crews position, and act as you think they would.

Despite the above whining, losing the StuG will not cost you the game. At most you will lose six CVP, still 15 short of the casualty cap. Quite a high total adding up to seven and a half squads give or take a few Leaders. Unless there have already been some dramatic German casualties this is a tough target to hit, not impossible but not easy. Definitely worth playing on. Console yourself with the knowledge of where the Gun is, unless you lost the StuG without finding the gun?

Returning to the plan of attack. You outnumber the Frenchies by roughly 25%. using H.G Wells (Science Fiction writer and wargamer) "Little Wars" rules system you would annihilate his force for the loss of four of your own squads. Squad Leader is a deal more complex, but in a stand up fight a similar result would occur. What makes our task harder is the French force starts concealed, in high TEM terrain and is able to withdraw in the face of your attack. In essence you will have to work hard for a win.

Some openings seem doomed, attacking down the extreme West or Eastern flanks, will work if the entire French OB is way back on board 10, otherwise you will lose time. With the clock running the best tactics may be either a direct frontal attack down the centre through the 6H6 Orchard, a broad sweep entering across the entire board, or an attack from the Western Flank and Centre. Later, I'll give an outline for the broad sweep, the other two attacks basically reduce the area over which you bring troops on.

Whichever approach you chose should take account of your assessment of French dispositions. Well the gun is hidden, it could be almost anywhere in concealment terrain on either board. Some guesses are possible, the woods hex in 6J2 has a very appealing line of sight, Woods 6B3 and 6A4 are fair, a board ten set up is possible, or somewhere in the 6H6 Orchard. The StuG should try to avoid the most obvious spots until they have been searched or passed through. Infantry has less to fear from a gun that is about as lethal as a half squad in most circumstances. Concealment prevents you knowing exactly how the French have set up, but it does give you some clues. All this is a bit obvious but look at the height of stacks and do a bit of counter counting. a four high stack is either mostly dummies, or the *Sous Lieutenant*, HMG and Squad or half squad, three high a squad and LMG or dummies, two high a squad, half squad, *Caporal*. This is guesswork but with only eight dummy counters you should get a feel for what is where. Keep in view only one squad can deploy before play starts by counting counters you can tell if this has happened, unless the French have discarded a dummy counter (What?). At the very least you should be able to tell if board six or any part of it has been abandoned, whether there are any concealed units on board six, and importantly areas where there are no Machine guns.

Armed with this knowledge prepare to attack. Split your troops into small platoons of two or three squads and a Leader, plus a couple of Support Weapons. The Mortars can be added to these, or used as separate manoeuvre/support elements crewed by half squads. You can put both the MMGs' in one platoon or split them, as they are likely to be moving on turn one starting dismantled is an option. The ATRs' are useful, they extend the normal range of squads, and add an IFT factor very useful for LMGs' or MMGs' with similarly long range.

Now for the tricky bit, entering the Western, First or "A" Platoon in the face of a boresighted machine gun with a -1 Leader. Well it may lose rate or malfunction with it's first burst. Assuming this doesn't happen we need to limit it's fire opportunities. If for example it is suspected in 6M6 Level one or two, try to fix the MG's field of fire by moving a half squad to 6O9, if he fires

any movement in hexrows A to L is free of HMG attention. If he doesn't take the bait move a squad through O10 to N8, as units start to line the hedge there is a good chance he will open fire. If he doesn't be patient, there are areas you can move that cannot be subject to HMG fire, and you can use the advance phase to enter some units. Use any spare MF for smoke attempts, make sure you do this during the game. Smoke is extremely valuable, always worth rolling for is you have one or two MF spare. Entering on O10 is a blind hex, less attractive are woods N10, M10, and O10, all can be hit from 6M7. Ignore this if 6N4 is unoccupied. If none of this appeals you could enter further East.

The Second and third platoons enter between hexrows J10 and K10, blind to the 6M4 Chateau. Avoid moving in stacks, unless the Orchard appears empty, as a precaution you could double time a half squad through the area you will move to find a hidden gun. The Fourth platoon can enter in the same area or through building 6C10. If any units are broken they will not be eliminate through failure to rout. The StuG can enter on the Eastern Flank, or in the Centre through the Orchard. Moving on through O10 then driving to L9 gives you shots at the second level of 6M4, and The option to move through the Orchard later.

If the French stay concealed you will suffer no casualties, if they open up expect some broken squads, as a trade for greater knowledge of French dispositions. Fire at promising targets in the advancing phase, revealing a few dummy units would be nice, break result or a kill even better. In the advance phase avoid close combat. time is pressing but you stand a better chance of beating the French squad for squad in fire combat, Melee is two even a fight.

This simple attack gets you onto the board in reasonable shape to drive forwards on turn two. If you are a prepared to take a chance and The orchard is occupied you could run right up to the French for a firefight and subsequent melee. This risks casualties to save time, a very tough call, do it if it feels right.

Continue the fight during the French player turn, probe positions with fire, rally as necessary and plan your next moves. If the French stand and fight, out shoot them. more likely they will retreat, on this and in subsequent turns. You do need to chase them, but to make it less of an even fight try to get round their flank or rear to complicate their next withdrawal.

A fire fight works best for you, expect to shoot the Frenchies to bits due to your higher morale, ELR and better Leadership, oh 7 superior numbers. Pursuing a retreating foe is harder. Keep one eye on the turn record and the other gauging the distance you still need to cover. Lamentably you can chase the French for seven turns and still lose because you have failed to chase them that little bit harder. Getting this right is difficult, frustrating when you fluff it, very pleasant when you get it right.

Any spare movement try for smoke or search for the gun, do not waste left over MF. If you find the Gun, shoot the crew then pile a squad onto them if they are still around. Once the Gun is gone the StuG has much greater freedom, explain this to the French the hard way by using it to attack any strongpoint that form or chase

BRIHUEGA DISASTER

Ian Daghish

retreating units. Use the armour as cover to cross otherwise open ground, make use of its smoke and armament, particularly smoke. With the Gun gone the risk of losing 6 CVP with the loss of your armour is reduced, you are able to take a few more risks with your Infantry.

Both the 47L gun and HMG present some difficulties, much more serious problems come from the limited time available for you to clear the area. You may find the Gun on turn one or it could remain hidden in a remote corner. Losing the game on the casualty cap is frustrating, losing for time constraints similarly so, but it is infuriating to lose when a gun crew emerges from 6M4 and runs to a road. Keep a written note of where you have searched until you find the gun to avoid this.

Expect to enjoy this one a lot, moving onto the board is difficult, after a turn or two you will have a better idea of French plans and will become more settled. As play progresses French ranks will thin and you will suddenly start winning. Do not be discouraged if you lose the StuG, finding the gun is almost worth it.

GD4 Conclusion

This Scenario has an awful lot going for it. The Germans can enter without being hit by HMG fire, then fight a series of small actions to gain ground, throughout the game keeping an eye on the clock and mounting casualties. The French player has an opportunity to be creative, using concealment, skulking, withdrawal, and varying his level of aggression in firefight. A casualty cap win for the French is possible, on balance a win on road control is more likely. Destroying or losing the StuG is not the end of the game, the Germans still have winning chances especially if the crew survives!

Both players should enjoy this one a lot, might be a good one for a tournament?

Ω

This is a brief report on my first experience of *Guerra Civil*. I chose this scenario as it used both the new boards, and a very interesting mix of unit types.

CTV (aka “Italians”!)

Strengths: one VC option is to exit 32 CVP, and the Italians – sorry, the CTV – may set up right on the exit edge! And whatever you may think about Italian – sorry, CTV – tankettes, they are still worth 5 VP. Only trouble is, they have to wait to Game Turn 4 to leave play!

Weaknesses: gulp. the enemy looks very strong.

For my setup, I separated the Bersaglieri from the Elite squads – more for historical reasons than for play reasons; typical of me. The Bersaglieri were poised to exit the north while the rest were stationed on the board SCW1 hilltop town.

Republicans

Strengths: lots of troops. An Offboard Observer overlooking the Italian exit edge. OK, with 3 red chits this may not come into action more than a couple of turns, but as this is 150mm even a couple of turns on target would be nice. All this and air cover too, though we are not counting on this (just as well, we never got any!).

Weaknesses: not too many.

Tactics: contrary to normal military logic, the Republican side decided to split its force four ways! With two forces entering the east and west sides, respectively, the Republicans split with major forces closing on the SCW1 hilltop town from the SE and SW, but also some good quality units from both NE and NW corners executing a pincer movement on the Italian exit area in the north.

Play

Many surprises! Both sides' initial OBA draws were red chits, so both modules were uncertain throughout.

The initial Republican advance in the north was a disaster, and by the end of Game Turn 2 both wings of the northern pincer had been wiped out! Brixia mortars broke the infantry while tankettes poised to run away gathered the courage to chase and eliminate

the broken squads! The Italian 37L reigned supreme, and rained death on all Republican tanks that showed themselves.

Things stabilised by turn 3. The 150mm OBA finally found the leader concealed with a field phone in the church steeple. The Dinamiteros up to now had inflicted more damage on their own hex than the enemy (accompanying Commissar Gonzo was not amused). But now they were briefly more effective, before dying gloriously (allowing Gonzo to sidle off and motivate some more orthodox infantry).

But the damage was done in the north, where Italian Player turn 4 found ample Exit VP lined up to step out of play.

Summary

A very exciting game with interesting pre-game options and the potential to go either way. Replay potential quite high.

Dinamiteros

Just a comment on these guys. They are a very attractive sub-system, but I feel the rules governing them need just a little clarification. I suggest that in the Historical Notes the words “broken morale” should be replaced with “reduced side morale”, as these units do not “break” in the conventional way, just casualty reduce.

Further, perhaps it should be stated that the dinamiteros' BA Availability check is conducted as the unit's first action of the phase. Otherwise, we risk arguments about whether the check was made before or after the unit was casualty reduced (e.g., if the unit is casualty reduced by Defensive First Fire while expending Placement MF!).

Ω

Neither Fear Nor Hope

Mark Pitcavage

I waited for some time for someone to produce any reviews or impressions of the latest Heat of Battle product *Neither Fear Nor Hope: The History of the 2nd SS Division* but I haven't seen any. Therefore, I am doing just that. This should not be considered a review, as I have not yet had a chance to play any of the scenarios in it, but it ought to give people at least some idea of the nature of the product.

Neither Fear Nor Hope (hereafter NFNH) is a scenario pack from third party publisher Heat of Battle that contains scenarios from the early history of "Das Reich," the 2nd SS Panzer Division. For \$20, you get fourteen scenarios, which may be a little pricey but not outside the bounds of reason these days.

I have to say that of all of HOB's products (and I think I have all of them except for GSTK), this is the one I have been the least enthusiastic about ordering. I really don't like the propensity that so many ASLers have for elite SS divisions. In addition to this pack, for example, we have three (!) scenario packs from George Kelln on the Leibstandarte, as well as another series of Leibstandarte scenarios from Dispatches from the Bunker, and two AH HASL's on Kampfgruppe Peiper of the Leibstandarte, to say nothing of individual scenarios. I defended ASL on Consimworld not that recently from people who accused ASLers of having a fixation on such Nazi units. I said the real bias for ASLers was towards elite units of all types, and that there were disproportionate numbers of scenarios and products featuring the 82nd and 101st Divisions, USMC Divisions, and so forth. All this is true enough, but I for one would be perfectly happy if no one ever did another scenario pack focusing on an SS Division. I think it needless glorifies truly horrible units—and the 2nd SS Panzer Division, of course, committed some infamous atrocities. HOB includes a "disclaimer" in the scenario pack, saying that "we are not trying to glorify this unit, but just write their unit history as we see it," which means that they anticipated exactly this sort of criticism. Unfortunately, even if one credits HOB's intentions, the result is nevertheless just that—a glorification.

NFNH also unfortunately displays prominently the "wolfsangel," which was the divisional symbol of the 2nd SS Panzer Division. It appears on the front cover of the scenario pack (twice—including a misguided graphic of the symbol standing dominant over Europe, casting a long shadow) and on every single scenario. What makes this particularly problematical is that the wolfsangel has become one of the most prominent white supremacist symbols in the United States and Canada, having been adopted by the most infamous neo-Nazi group in the United States, Aryan Nations. I can only presume that HOB was unaware of this, or else I can't imagine why they would want to throw the symbol around so loosely.

In addition to the scenarios, which I'll get to below, the pack includes a four page booklet. One page is the cover of the pack, while two pages provides a brief history of the unit from its formation in the 1930s through the end of the war. One learns that "a further irony" was that SS soldiers were denied a pension by the postwar German government. Somehow this fact doesn't bother me a bit; my only regret is that so few members of the 2nd SS spent time in jail or at the end of a rope for their multiple crimes against humanity.

The fourth page may well be the most controversial page in the booklet, for it is this page that details "Historical Scenario Rules" for NFNH. These are SSRs that apply to all fourteen scenarios in the pack unless specifically excepted by SSRs. Some are basically irrelevant (reverse movement is allowed for all scenarios with qualifying vehicles, for instance), but others significantly change ASL "rules as written" and will not be accepted by many players.

There are basically two of these controversial rules. One deals with crews and one deals with routing.

There are three parts to the crew SSRs. Part one states that all MMGs and HMGs must be operated by a 2-2-X crew and all MTRs and ATRs must be operated by a 1-2-X crew unless the non-qualified use penalty is paid. Furthermore, if any SW is removed from play for any reason, then that SW crew must exit the board (although the rules say nothing about what happens if the crew gives its weapon away but is not removed from play). Part two states that vehicular crews from immobilized or destroyed vehicles must either reenter their vehicle or leave the playing area through a friendly board edge using the most direct "and safest" route possible. Part three says that 2-2-8 carrier crews may "deploy" into two 1-2-7 crews for removing the ATR and AAMG from British carriers.

The routing rule states that when a unit must rout, it must rout towards its friendly board edge if at all possible.

These rules obviously do not deal with the particular historical situations portrayed in NFNH but rather seem to be the result of pet peeves about the existing ASL rules on the part of HOB. Needless to say, they change the existing rules quite a bit, and not necessarily for the better. Nor, at least for the crew rules, can players easily ignore these special rules, for the OBs in the scenarios are loaded with crews for all the machine guns and other support weapons. This makes the NFNH rules even more problematical than some of the controversial Kinetic Energy rules such as "bayonet charges."

Really, I think this was irresponsible. I don't think that players should be subjected to the disgruntlements of third party publishers regarding the basic ASL rules. If HOB really wanted to press their case, they should have presented these rules as optional rules and

provided alternative OBs for the various scenarios for players who wanted to try the rules out. That way, both players who prefer RAW (the majority) and experiment-minded players could enjoy the scenarios equally well.

All right, on to the scenarios, printed in red and black on cardstock. One thing that people will immediately notice is that most of these scenarios are quite large—there is a big difference between this pack and, say, a typical Schwerpunkt offering. Of the 14 scenarios, six were designed by Burnie Hegdahl, one was designed by Bruce Rinehart, and seven were designed by Steven Swann. Sadly, none use either of the two "High Ground" mapboards designed by HOB and featured in most of their subsequent releases. The scenarios feature a nice mix of nationalities—Poles, Dutch, Brits, Yugoslavs, Russians, and Americans—in addition to the ubiquitous SS. That's a nice bit of variety which doesn't occur very often in ASL scenario packs. Several of the scenarios look as if they suffer from overkill.

One thing that is quite irritating about the whole scenario pack is how poorly proofread the product is. The use of apostrophes seems to be fairly arbitrary—"Guderians 2nd Panzergruppe" doesn't have one but should, while "the Stuka's" shouldn't have one but does. Capitalization is often optional, and so is grammar ("Alternative routes through the French farmland was just as bad if not harder."). Sometimes "Das Reich" is in quote marks, sometimes it is italicized, and sometimes it is left alone without either. There are misspellings that any spellchecker should have caught, including Rregiment.

All these mistakes make the scenario pack seem rushed and amateurish. Moreover, they are not always simply aesthetically irritating—sometimes they directly affect the scenarios, as in NFNH10, where SSR 2 states: "Prior to setup each player alternatively places six (6) (Russian places first) in a stone/wooden building location, rolling for falling rubble if required [B24.12]." The author of this rule made certain that we could understand how many of the item in question were involved by writing the number twice, but didn't actually bother to say what is required. I presume that what are actually supposed to be placed are rubble counters, but I don't know that for sure. I am also not quite sure if each player places six of whatever they are of it both players place them until six are placed (I think the former is correct and that 12 total are placed).

What's the bottom line? Well, first of all, please keep in mind that these are only impressions. I haven't played any scenarios yet, so I can't comment on what is obviously the most important factor of all: are there a lot of fun and interesting scenarios here? Some of the scenarios

Continued on page 19, column 2

"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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David Austin, 86 Lindsey Way, Stowmarket, Suffolk, England, IP14 2PD
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, England, IP16 4BW
Andy Smith, 3 Egerton Road, New Malden, Surrey, England, KT3 4AP
Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, England, L24 4BA
Andy Ashton, 62 Earliston Drive, Wallasey, The Wirral, Merseyside, England, L45 5DZ
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, England, L66 1JA
Ulric Schwela, 9 St James Court, Meeting House Lane, Lancaster, England, LA1 1UN
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., England, LE16 8XA
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., England, LE3 2SA
Pete Philipps, 23 Jean Drive, Leicester, England, LE4 0GB
Chris Tomlin, 19 Moorgate, Lancaster, Lancs., England, LN1 3QF
Karl Bown, The Games Store, The Manor House, Lincoln, Lincs., England, LN6 9DG
John Elwen, Vine Cottage, Main Street, Walton, Nr. Wetherby, W. Yorks., England, LS23 7DJ
Lee Johnson, 26 Methley Mount, Chapel Allerton, Leeds, England, LS7 3NG
John Truscott, 28 Bracken Edge, Leeds, W. Yorks, England, LS8 4EE
Santiago Lopez, TF 1.7 Owens Park, 293 Winslow Road, Fallowfield, Manchester, England, M14 6HD
J. W. Overton, 12 Didsbury Park, Manchester, England, M20 5LJ
Bernard Savage, 73 Penryn Avenue, Middleton, Manchester, England, M24 1FP
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, England, M40 3WL
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., England, MK16 0PR
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., England, MK4 2HJ
Norman Melvin, 11 Jerome Court, 59 The Limes Avenue, London, England, N11 1RF
Laurent Forest, 8 Mossborough Close, North Finchley, London, England, N12 8PF
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, England, N22 4RU
Martin Legg, 51 Beacon Glade, South Shields, Tyne & Wear, England, NE34 7PS

Michael Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, England, NE65 7YY
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., England, NG15 9FD
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., England, NG2 6FQ
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., England, NG2 7GQ
L. Othace, 17 Russel Drive, Wollaston, Notts., England, NG8 2BA
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, England, NN15 5HT
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, England, NN4 9UE
Nigel Ashcroft, 5 Gasmere Way, Thornwell, Chipstow, Gwent, England, NP16 5SS
Clive Haden, 2 The Drove, Taverham, Norwich, England, NR8 6FT
Steve Joyce, 23 South End Close, London, England, NW3 2RB
Peter Fraser, 66 Salcombe Gardens, Millhill, London, England, NW7 2NT
Nick Hughes, 15 Layfield Road, Hendon, London, England, NW9 3UH
Darren Clahanne, 40 Atswell Close, Wallingford, Oxon, England, OX10 0LJ
Grant Hewitt, 44 Waltham Gardens, Banbury, Oxon, England, OX16 8FD
Toby Pilling, 30 Alexandra Road, Botley, Oxford, Oxon, England, OX2 0DB
John Sharp, 3 Union Street, Oxford, Oxon, England, OX4 1JP
Alan Anderson, Penmaree, Maddever Crescent, Liskeard, Cornwall, England, PL14 3PT
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., England, PO14 3RA
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, England, PO4 8DB
Keith Bristow, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., England, PO5 3JJ
Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., England, PO5 3JJ
Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, England, PO7 7QR
Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., England, PR1 4YJ
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., England, PR1 4YL
Phil Draper, 8 Chesterman Street, Reading, Berks., England, RG1 2PR
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., England, RG1 7XD
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, England, RG14 2LL
Dominic McGrath, 19 George Street, Basingstoke, Hampshire, England, RG21 7RN
Kevin Croskey, 3 Crockham Close, Southgate West, Crawley, W. Sussex, England, RH11 8TP
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, England, RH15 0NF
John Barton, 194 Chantombury Road, Burgess Hill, W. Sussex, England, RH15 9HN
Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, England, RM15 5JL
Tom Burke, 96 Great Oak Road, Sheffield, S. Yorks, England, S17 4FR
David Higginbotham, 18 Westfield Garden, Brampton, Cheshire, England, S40 3SN
Andy Osborne, 42 Atlantis Close, Lee, London, England, SE14 8RE
Simon Horspool, 60B Granville Park, Lewisham, London, England, SE13 7DX
Martin Edwards, 127 Pepps Road, London, England, SE14 5SE
Michael Rhodes, 23 Ash Grove, Melbourn, Royston, Herts., England, SG8 6BJ
Roger Underwood, 34 Woodside Lane, Poynton, Cheshire, England, SK12 1BB
Andrew Dando, 52 Redhouse Lane, Disley, Cheshire, England, SK12 2HP
Martin Mayers, 38 Syddall Street, Hyde, Cheshire, England, SK14 1JH
Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, England, SK7 1DW
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, England, SK9 7DP
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., England, SL6 7RX
Robert Hartwell, 40 Brambledown Road, Wallington, Surrey, England, SM6 0TF
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., England, SN12 8QJ
Neil Stevens, 26 Larch Road, North Colerne, Chippenham, Wiltshire, England, SN14 8QG
Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., England, SN14 8QG
Bill Gunning, 14 Eagles, Faringdon, Oxon, England, SN7 7DT
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., England, SO45 1ZW
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, England, ST4 5LE
Julian Blakeney-Edwards, 1 Elmbourne Road, London, England, SW17 8JS
Lee Brimmicombe-Wood, 49 Edgecombe House, Whitlock Drive, Southfields, London, England, SW19 6SL
Christopher Chen, Flat 11, 14 Sloane Gardens, London, England, SW19 8DL
Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, England, SW2 3SN
Jean-Denis Martin, 33 Rothesay Avenue, London, England, SW20 8JU
David Utway, Department of Chemistry, Imperial College, South Kensington, London, England, SW7 2AY
Jean-Pascal Paoli, 51-60 Evelyn Gardens, London, England, SW7 3BH
Chris Courtiour, 17b Hargwyne Street, London, England, SW9 9RQ
Paul Case, 60 Staunton Road, Alcombe, Minehead, Somerset, England, TA24 6EA
Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, England, TF5 0NW
Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, England, TN4 8ET
Mike Batley, 2 The Gables, Argos Hill, East Sussex, England, TN6 3QJ
Roger Cook, 2 Town Close, Dartmouth, Devon, England, TQ6 9ES
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, England, TQ9 5BA
38 Park Avenue, Hounslow, London, England, TW3 2LX
Simon Morris, c/o 6 Milton Road, Ickenham, Middx., England, UB10 8NQ
Phil Nobe, 6 Milton Road, Ickenham, Middx., England, UB10 8NQ
Bob Nugent, 49 Thornhill Road, Ickenham, Middx., England, UB10 8SQ
Nick Quinn, 7 Woodgrange Avenue, Ealing, London, England, W5 3NY
Dave Booth, 47 Dunnook Grove, Oakwood, Warrington, Cheshire, England, WA3 6NW
Mike Kerfoot, Rugby Tavern, Rugby Street, London, England, WC1
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., England, WD2
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., England, WD2 3SY
Sandy Goh, 12 Mornington Road, Radlett, Herts., England, WD7 7BL
Michael Murray, 34 Bell Road, Walsall, West Mids., England, WS5 3JW
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., England, WV6 8QN
Wayne Baumber, 1 Crabmill Close, Easingwold, N. Yorks, England, YO61 3BX

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Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen, Scotland
Ian Percy, 1 Polmuir Road, Aberdeen, Scotland, AB11 7SP
Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, Scotland, AB12 3EY
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, Scotland, DD1 4AQ
Mark Chapman, Flat 2F3, 265 Gorgie Road, Edinburgh, Scotland, EH11 1TX
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, Scotland, EH12 9AK
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, Scotland, FK20 0PF
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, Scotland, G21 4QA
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, Scotland, G46 7LW
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, Scotland, KY15 4JQ
Andrew Cowie, Elzleza, High Street, Errol, Scotland, PH2 7KJ
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, Scotland, ZE2 9LE

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Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LLL1 6SP
C. Jones, Deer Park Lodge, Steppaside, Narbeth, Pembrokeshire, SA67 8JL

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

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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!

SEPTEMBER CANADIAN ASL OPEN

When: 13 – 15 September.

Where: The Viscount Gort Hotel, 1670 Portage Avenue, Winnipeg, Manitoba. Attendees can contact the hotel by telephoning (local) 204 775 0451 or toll free at 1 800 665 1122, or by email at infor@viscount-gort.com. They can also be visited at www.viscount-gort.com.

Fee: Canadian \$20.00.

Format: Five rounds starting at 1300 Friday afternoon and ending by 1600 Sunday afternoon. There will be two rounds on Friday, two rounds on Saturday and one round on Sunday.

Notes: Plaques will be awarded to the top three finishers and other ancillary prizes will be on hand for those excelling in CC, Snakes, Snipers and Boxcars. And, being the final tournament of the CASLA tournament season, the top Canadian *ASL* Player for 2001/2002 will be named upon the conclusion of the tournament.

As per usual, the CASLO T-shirt and beer mug will be available for those who wish to purchase them.

HEROES 2002

An After Action Report

Steve Grainger

So, after a break of twelve months another Manorcon games convention came around. And with it another HEROES *ASL* tournament.

As in 2001 the numbers attending were a bit disappointing; so a big thanks to those who did make the trip. Clive Haden who came all the way from Norwich (although he did stay at his parents in Birmingham and had to travel all of seven miles to Manorcon!); Pete Phillips who came on the Saturday from sunny Leicester and Mark de Vry who travelled all the way from New Zealand!

Needless to say the planned structure went out of the window, and we just played what we wanted. We still had a good time. Because at most there were only 4 players the term tournament must be applied loosely! This had the affect of only drawing two people to ask about the game, and how to get involved etc... which was one of the main reasons for organising HEROES in the first place. A bigger display would have been better to grab some new blood.

No need to go into the nitty gritty of who did what with what dice rolls etc, except to say that Clive has now learnt that Japanese HMG and MMG perform best with crews! (duh!). And I have experienced the joy of drawing two successive red chits for OBA, which as it turned out my brave Italians didn't need.

The question is what shall happen in 2003? Well Manorcon will still be there, and it is a good venue with lots going on. However I do appreciate that it takes place in the middle of the summer holiday season, and people have other commitments, and it is more expensive than either INTENSIVE FIRE or BERSERK!. Will I do it next year? That depends on you lot! I will be at INTENSIVE FIRE, so I look forward to the excuses from various people who said they would attend this year. :-)

Put it this way, I will be at Manorcon next year with enough *ASL* stuff to play a range of scenarios, if anybody wants to join me then great!

Contact: Jim McLeod, Box 31, Group 8, RR 2, Dugald, MB, R0E 0K0. Telephone 204 444 2583 or email jimcleod@mb.sympatico.ca.

OCTOBER OKTOBERFEST ASLOK 2002

When: 6 – 13 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates are \$78.00 for 1-4 occupants.

Fee: Likely to be similar to last year, about \$20.00 or \$25.00.

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 1680. You can also email Rick Troha at aslok@nwsup.com, or visit the ASLOK home page at <http://www.nwsup.com/aslok/>.

POLAR BLAST 2002

When: 18 – 20 October.

Where: Edmonton, Alberta, Canada.

Fee: C\$20.00 (US\$15.00) by 30 September, C\$25.00 (US\$20.00) thereafter.

Format: Four rounds (one Friday afternoon, two Saturday, one Sunday morning). Scenarios to be picked from the designation scenarios for that round. Points are awarded for each win with a bonus based on the opponents wins at tournament end. The player with the most points will be the tournament winner.

Contact: Make any Cheques or Money Orders payable to Sean Spence, Canada. You can also email him at leann-sean@telusplanet.net, or visit the home page at <http://ca.geocities.com/gckelln/polarblast.htm>.

INTENSIVE FIRE 2002

When: 25 – 27 October.

Where: The Kiwi Hotel, West Hill Road, Bourmemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation.

Fee: £6.00. Players pre-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 Phillipps, 23 Jean Drive, Leicester, LE4 0GB. Phone (0116) 233 5896 (evenings only) or email if@vft.co.uk.

GRENADIER 2002

When: 31 October – 3 November.

Where: Jugendlandhaus, Hergarten, Schulstraße 8, 52396 Heimbach/Hergarten, Germany. Tel 02446 – 519. The site has accommodation for 40 players but there are a couple of local hotels also available.

Fee: To be confirmed but similar to last year (DM 50.00 per day including entrance fee and bed and breakfast).

Format: Five round Swiss format beginning Friday morning.

Notes: Thursday is for free playing and/or making ground visits to nearby historical locations such as La Gleize and Stoumont.

Contact: Christian Koppmeyer, Hagebittenweg 9, 41564 Kaarst, Germany, or by email at Christian.Koppmeyer@gerling.de. Additional information can be found on the GRENADIER webpage at <http://www.asl-grenadier.de>.

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NEITHER FEAR NOR HOPE

Continued from page 17

certainly look interesting, although perhaps risky, while others just look like a lot of work. Only time will tell. The presentation leaves something to be desired, while the subject material is not something I myself prefer. Still, for \$20, you are not exactly losing your shirt in order to give this one a try. Personally, I think I would recommend other HOB products such as Tropic Thunder and High Ground before I would recommend this one.

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INTENSIVE FIRE 2002

25 - 27 Oct 2002



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 'til 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

Pete Phillipps

23 Jean Drive

Leicester

LE4 0GB

Tel: (0116) 233 5896 (evenings only)

if@vftt.co.uk

INTENSIVE FIRE is supported by VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

(for a free sample issue send a large SAE with a 33p stamp to the above address)