Hello and welcome to the latest View From The Trenches. This issue starts the 9th year of VF TT, which is one hell of an achievement for an ASL publication! Issue 50, another landmark, is about done, and should be out on time at the start of July. Although it may be a few weeks early. Those of you who saw me at BERSERK! will know that the company I work for is closing down (June 6th, D-Day of all days!) and so I will be out of a job. As far as VF TT is concerned this means I will no longer have access to the photocopier to produce it on, which means paying to get it printed instead. This could mean either a price increase, or the end of the paper edition of VF TT. Much depends on how quickly I can get another job to pay towards the printing costs.

Despite that possible bad news I’m still looking for material to fill up the issues after that. Even if the paper edition folds, and I hope it doesn’t, there’ll still be the electronic version available. So get writing! How about an article on the way to win the scenarios at BERSERK!? Or lose them, depending on who you are! What’s the best way to use tanks – blitzkrieg or infantry support? Hube’s Pocket – someone told me this was a dog the other week, do you agree? Wine or beer, which one is best with ASL? – OK so maybe the last suggestion isn’t too serious, but I’m sure there are plenty of other topics to discuss. So what are you all waiting for! Get writing!

Double 1. My last, best hope for victory.

Pete Phillipps

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**INCOMING**

**MMP REPRINT AS AOO NEARS COMPLETION**

The reprint of *For King and Country*, the new British module, is being finished with the print runs of *OCS Korea* and Monty’s Gamble. Following that will be a reprint of the *ASLRB* and *Beyond Valor*. Unlike the earlier reprint this will not include *Red Barricades*, to cut down on the cost of the module.

Armies of Oblivion is nearing completion, with one scenario needing play testing, and some counter layout and vehicle notes to be finished. AOO will be placed on the pre-order list but will have no pre-order number to hit; this will allow customers who purchase directly from MMP to buy the module at a discount.

Due for submission to MMP within the next few months are Valor of the Guards (HASL), Ortona (HASL), and Hakkaa Päälle (the Finnish Module).

**16th BUNKER READY**

Issue 16 of *Despatches From The Bunker* is due out as this issue goes to press. Inside will be three East Front scenarios; ‘Paking a Punch’, ‘A Hotly Contested Crossroads’, and ‘The God of War’. Accompanying them will be the usual design notes, Jim Torkelson’s analysis of ‘Acts of Defiance’, Tactical Tips for Veteran’s and Novices, and all the usual features.

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.

**LEISURE GAMES**

As of 6 May 2003 the address of our shop shall be as follows:

Leisure Games
100 Ballard Lane
Finchley
London
N3 2DN

Thank you for your support.

Michael E Berry
Director

**THIRD PARTY PRODUCERS UK AVAILABILITY**

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

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

- Leibstandarte Pack 2 £9.00
- Leibstandarte Pack 3 £9.00
- Wacht Am Rhein £14.00
- Canadians In Italy 1 £9.00
- Canada At War 2 £6.00
- Fanatic Pack 1 £8.00
- Fanatic Pack 2 £8.00
- Melee Pack 1 £10.00

O/S - Out of stock temporarily

Add 50p per item for postage and send your payment made out to PETE PHILLIPS to 23 Jean Drive, Leicester, England, LE4 0GB.

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

**UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS**

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

**LEISURE GAMES**, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327 or e-mail them at shop@leisuregames.com.

**SECOND CHANCE GAMES**, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at sales@secondchancegames.com.

**PLAN 9**, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at PLAN9@IFB.CO.UK.

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

**Shaun Carter updates the rules to the Tavronitis HASL as Steve Thomas works through them.**

**Paul Case looks on.**

**Shaun Carter updates the rules to the Tavronitis HASL as Steve Thomas works through them.**

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**The Trenches**
Thursday 13th March

Well, here I am at Blackpool fighting with other cardboard warriors. So far, there is not much action, except for a few sad sods who will insist on playing ASL at anytime. Me, I’ll just have a few beers and report on the proceedings. Please do not expect any professional reporting, as I intend to join these clowns and play some ASL. More players are turning up, but if you are not here, you will never know who! So, my advice to you lot is this:- Get your asses up to Blackpool for the 2004 competition, so that you do not have to read any of this crap to know what went on!

My first game is against Nigel Blair, from the West Country, at ‘TAC 51 Strength through unity’. Doing my usual and losing, but both of us did manage to throw a ‘Giggsy’ (ie. Boxcars), and with ours truly not even managing to go all the way. I will not be playing this one in the main event, even though, at ASLOK 1996, I won as the Americans. Well folks, it looks so easy in my last game, I need to boost my ‘Win/...' TAC 47 Roses For V andervoort’, not to (got to save myself for the tourney, you know). I have to learn the Bocage rules to play the ‘Snakes and Boxcars’, except for a few sad sods who will insist on playing ASL at anytime. Me, I’ll just have a few beers and report on the proceedings. Please do not expect any professional reporting, as I intend to join these clowns and play some ASL. More players are turning up, but if you are not here, you will never know who! So, my advice to you lot is this:- Get your asses up to Blackpool for the 2004 competition, so that you do not have to read any of this crap to know what went on!

The first Tourney game is against Brian Hooper, a fellow West Country boy, at TAC 47, with me as the Americans. Well folks, it looks like it isn’t all ‘Roses For Vandervoort’ after all, as I lost, which is about my usual. The results of the ‘Snakes and Boxcars’ is as follows:-

- Brian - Snakes- 1, Boxcars- 3.
- Paul - Snakes- 2, Boxcars- 2.
- Dave - Snakes- 2, Boxcars- 5.
- Paul - Snakes- 1, Boxcars- 4.

The highlight of the match for me was on German Turn 3, when one of my 81mm Mtrs had a nice run of 9 (nine!) ROF shots at his 9-1/4-6-7/HMG combo, causing his 9-1 to wound, his 4-6-7 to disappear, and leaving the HMG for me to pick-up (which I did not). Now I must get ready for the next round, and choose between A60, A69 and A70. But first, something to eat.

Next came Dave Tye, who decided to try his luck at ‘A 70 Wintergewitter’. And guess what? His luck held, and he won. It came down to the wire, as my heroes from the 6th Panzer Division just failed to capture the village of Verkhne-Kumsky. Nearly, but just not quite. The results of the ‘Snakes and Boxcars’ is as follows:-

- Dave - Snakes- 2, Boxcars- 2.
- Paul - Snakes- 2, Boxcars- 5.
- Not much to report in this game, but hey, I enjoyed it.

At nearly mid-night, I think I need some (a lot!) beauty sleep, so time to clock-off for now.

Friday 14th March

After an early night, I got up and had breakfast. Had a chance of a game, but choose not to (got to save myself for the tourney, you know). I have to learn the Bocage rules to play ‘TAC 47 Roses For Vandervoort’, as after losing so easy in my last game, I need to boost my ‘Win/...' SP 95 Burn, Gurkha, Burn!’ have to mention that Schwerpunkt spelt the middle word in the title differently to how my ‘Spell-Checker’ does. According to it, the correct spelling is Ghurkha! James comes from my neck of the woods, he’s another West Country boy. The game went down to the wire, with yours the Hand-to-Hand Job’. Invented at Berserk! by the Gun-Pit specialist, Me! What gets me is that I did not even realise what I had said until the other guys around me told me!!!! So you see, even in losing, you still have a great time, and more importantly, A LAUGH!!!!

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- Dave - Snakes- 4, Boxcars- 4.
- Paul - Snakes- 1, Boxcars- 4.

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- Dave - Snakes- 4, Boxcars- 4.
- Paul - Snakes- 1, Boxcars- 4.

The highlight of the match for me was on German Turn 3, when one of my 81mm Mtrs had a nice run of 9 (nine!) ROF shots at his 9-1/4-6-7/HMG combo, causing his 9-1 to wound, his 4-6-7 to disappear, and leaving the HMG for me to pick-up (which I did not). Now I must get ready for the next round, and choose between A60, A69 and A70. But first, something to eat.

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- Dave - Snakes- 2, Boxcars- 2.
- Paul - Snakes- 2, Boxcars- 5.
- Not much to report in this game, but hey, I enjoyed it.

At nearly mid-night, I think I need some (a lot!) beauty sleep, so time to clock-off for now.

Saturday 15th March

The first game of the day, and I play James Crossfield, at ‘SP 95 Burn, Gurkha, Burn!’ I have to mention that Schwerpunkt spelt the middle word in the title differently to how my ‘Spell-Checker’ does. According to it, the correct spelling is Ghurkha! James comes from my neck of the woods, he’s another West Country boy. The game went down to the wire, with yours the Hand-to-Hand Job’. Invented at Berserk! by the Gun-Pit specialist, Me! What gets me is that I did not even realise what I had said until the other guys around me told me!!!! So you see, even in losing, you still have a great time, and more importantly, A LAUGH!!!!

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- Dave - Snakes- 4, Boxcars- 4.
- Paul - Snakes- 1, Boxcars- 4.

Rules lesson of the day:- Read all the set-up instructions, enemy as well as yours!!! Something I failed to do, Doh!

Something of interest to the wider ASL community is the new ASL-speak, ‘Japanese Hand-to-Hand Job’. Invented at Berserk! by the Gun-Pit specialist, Me! What gets me is that I did not even realise what I had said until the other guys around me told me!!!! So you see, even in losing, you still have a great time, and more importantly, A LAUGH!!!!

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- Dave - Snakes- 4, Boxcars- 4.
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Rules lesson of the day:- Read all the set-up instructions, enemy as well as yours!!! Something I failed to do, Doh!

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interest to you lot, ‘Snakes and Boxcars’:-

Malcolm - Snakes- 3, Boxcars- 0,
Paul - Snakes- 0, Boxcars- 1. I am sticking to the excuse that I was diced in this one (well, I have to make out that I am trying to win the occasional scenario, just for appearances sake, old chap!).

Today, Andy Ashton and his flying games store visited us, and I managed to swap £78 for a copy each of ‘A Bridge To Far’ and ‘Operation Veritable’. Many would say that was not a fair trade, but I think Andy would of gone lower had my kind and understanding soul not stopped me (such is the benevolent person that I am!).

Now, back to business, war has been declared against the kindly personage of me. Ian Pollard has decided to try his luck at taking what is rightfully mine by birth-right. Yes folks, that up-start has decided to try and steal my crown. Naturally, as you would except from a seasoned loser like me, I will defend it to his death. So, tomorrow is the final battle of this long campaign, and if justice be done, the crown will be going to the West Country. The playing field is involving those brilliant little British vehicles, the Carrier. I am personally hoping for the Schwerpunkt one.

You may be wondering why Saturday’s bit is quite long, no, well I will tell you anyway. It is because my game finished pretty early, and I need to use my sniper and end his misery. Yes, that die roll of 1 does wonders on the Sniper roll, killing his 9-1 and a squad, and Can-Red the other squad. The sniper was awarded the Iron Cross First Class. Of note was that Ian had declared No-Quarter against us defenders of the Third Reich, naughty boy!

After Trev had done the Snakes and Boxcars prizes, he handed me back my crown. Yes folks, after a hard fought game, the elitism of yours truly showed through, and after a long absence, the crown has come home to it’s rightful owner and mantle-piece. This joins the original ‘Wooden Spoon’ won at the first ‘Berserk!’, by your hero. Now for the side-line results, which I can see you are anxious to know, these are as follows:-

Ian - Snakes- 4, Boxcars- 5.
Paul - Snakes- 2, Boxcars- 5. So, you see, my title is totally safe. What I remember about the game, was that I nearly came close to losing the crown, but when your in melee, you are not in Good Order, so I lose. It went down to the last die roll, and if I had got ambush, I would of won, ah well. When I fired Panzerfausts, I kept missing by one, even though I did manage to burn one of his Comets (Burn, Baby, Burn), Ian’s 9-1 leader could not Self-Rally to save his life, and so, after about 4 turns of watching him giving a very good demonstration of how not to Self-Rally, I decided to use my sniper and end his misery. Yes, that die roll of 1 does wonders on the Sniper roll, killing his 9-1 and a squad, and Can-Red the other squad. The sniper was awarded the Iron Cross First Class. Of note was that Ian had declared No-Quarter against us defenders of the Third Reich, naughty boy!

After Trev had done the Snakes and Boxcars prizes, he handed me back my crown. This year it was a framed photo of the first prize, a painted 54mm model of a Scottish Bagpiper,with the words ‘Last Place at Berserk! 2003’. The photo was taken by Steve Thomas, and is his usual standard, out of focus, I doubt I shall ask for any wedding photos from him!

Now, read what you want into this, but the happy (your editor) wants to play me at this infernal game.

Well, Pete ‘I can now ride a pushbike’ Phillips and I have decided to play another scenario from the tourney, the one of choice being ‘J 68 Unlucky Thirteenth’. With the hippy choosing to play the British, that leaves me with the Germans (shame it is 1940 and not 1944, as I like playing with Panzerfausts and ATMMs). The Snakes and Boxcars went as follows:-

Pete - Snakes- 1, Boxcars- 4. Paul - Snakes- 1, Boxcars- 3. Pretty much even I believe. So, how did the game go?

Pete’s 25LL AT gun basically did sod all, except fire one shot at one of my tanks, who promptly went and Overran it! That will teach them!! Other hippy bad luck includes breaking his S35’s MA twice, and once the 25LL’s crew had rallied, they had difficulty finding their AT gun in an open field! (just how difficult can it be to find a big chunk of metal in an open field?). I did declare No Quarter, because prisoners would be a liability to me in this street fight. During the last 2 or 3 turns, my brave boys in the lonely shack by Pete’s entry area managed to survive many fire attacks, and even at least 2 Overruns, becoming, at worst, Pinned. Something that can not be said about the 8-morale superheros with them, the coward just could not hack it at the sharp-end. He broke and ran out to try to surrender, but, it looks like the British do not like cowardly German officers either! His family are on their way to Dachau as you read this. Those boys in the shack have all been given Free-For-Life Passes to the Reeperbahn, and free condoms for life!, and also, FREE BEER!!! As you may of gathered by now, the hippy gave me my one and only win of the weekend. The game went down to the last turn, and when my shack-hugging boys did not break under the unpeetenth fire attack, Pete surrendered.

Pete had been having fun at my expense all weekend, saying that at IF this year, all the Newbies will be playing me, just to know what it is like to win at this game we play. Well, as I pointed out at breakfast the next morning, all the Newbies can play Pete, so they will know what it is like to win at ASL. Looks like your hero here

Continued on page 17, column 3

Sunday 16th March

Well, now we come to the final battle of this long campaign. Yes ladies, it is the championship deciders. For the unimportant one (first prize), it is Toby Pilling and Derek Trocher, with Toby judged to be the winner (they ran out of time, those two slow players). The deciding game for each pair (Toby vs. Derek, and Ian vs. Me) was 5’6 ‘Husshem Hotfoot’. We will not concern ourselves with the riff-raff at the wrong end of the trophy positions, but will just report on the important contest, MINE. So, without keeping you crown waiting any longer, I shall proceed. The championship was a close fought contest, between two very good practitioners of the art of losing. But there was to be no upset this year. And so it is with great pride, that I can announce to you all, that I, the greatest loser of all them all, has won back my crown. Yes folks, after a hard fought game, the elitism of yours truly showed through, and after a long absence, the crown has come home to it’s rightful owner and mantle-piece. This joins the original ‘Wooden Spoon’ won at the first ‘Berserk!’, by your hero.

Derek Trocher and Toby Pilling contest the championship decider.

Toby Pillings receives first prize from Trev Edwards.
There have now been 1745 games played at the INTENSIVE FIRE and BERSERK! tournaments since the first INTENSIVE FIRE back in 1995. There are now 56 players who have played over 20 games, 30 who have played more than 40, and 10 who have played at least 60 games. The largest number of games recorded is 93, by Brian Hooper. The top 10% of players have ratings of 3280+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2810 while the bottom 10% of participants are rated 2665 or less. These numbers have remained essentially invariant over the last four years and the distribution of results is essentially Gaussian about 3000.

Toby Pilling went undefeated over the course of the weekend to win the championship and regain his top position on the ladder. Paul Case managed to lose all six games he played and dropped 225 points to firmly put him at the foot, on a new all time low score of 2220 points. Other notable gains were made by Dutch newcomer Peter Struijf (+270 pts) putting him in 26th position, Michael Davies (+235 pts) and Michael Essex (+185 pts). Graham Smith managed to drop 275 pts over the weekend and several other players (James Crosfield, Russell Gough, and Ian Pollard) dropped over 150 points. Over the course of the weekend the higher rated players won 58 games while the lower rated player won on only 15 occasions, a margin which I think clearly justifies the virtues of maintaining the ladder.

Below you will find the full ladder with all 203 rated players as of 8 April 2003.

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<th>Player</th>
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The BERSERK! 2003 attendees gathered outside the hotel at the end of the event.
accept that the French entry will be aided by Mist, and accept that troops and tanks can move freely through open ground. Accepting this does not mean you have lost! Although the French can move fairly freely and rapidly on board there are terrain features that work to your advantage. To my mind the nastiest is the deep stream. Any tanks crossing the stream will be vulnerable to underbelly hits. As seven of the French tanks enter from the North and need to cross the stream to be effective there is a good case for concentrating the bulk of your anti tank assets to meet them. Short range bazooka shots will be useful. Longer range fire from the RCLs is harder if the mist remains thick. The ford will appeal to both French Armour and Infantry. If you can try to catch the French as they advance out of the Stream. Watch out for troops using the stream as cover, firing from crests or moving along the stream for protection from fire.

In the South Tanks have further to travel, over less difficult terrain. Fortunately only three tanks enter from this direction. Keep in view Irrigated Paddys’ slow vehicular movement and can cause bog.

At first glance enemy forces look overwhelming. Hordes of Infantry, masses of tanks, all well equipped and well fed. It is important to study when and were French troops arrive. To begin with you only face ten French squads who must spend the first player turn entering. Tanks arrive on turn three, with more Infantry on the opposite board edge a turn later. Further reinforcements arrive on turns five and seven. The slow arrival of French forces really helps, certainly if everything arrived on turn one I’d feel a deal less confident of a win. It can help to consider the Frenchies problems. His tanks are subject to a casualty cap which should make his armoured threats more cautious, he is also tasked with finding every unit in your OB. Now that is difficult. The enemy knows you have hidden units, and lots of places to hide. If they can’t find you last squad, even if the rest of your OB is Kaput you have won. From this you can deduce the French plan to search every piece of terrain on the map looking for your troops. Although the French forces are strong, they face a difficult task.

The vast majority of French squads are elite with an ELR of five, and for the Paras underscored morale. The basic morale of your troops is lower, partially offset by all P A VN troops underbelly hits. As seven of the French tanks enter crossing the stream will be vulnerable to ambushes and concealed enemies. To my mind the nastiest is the deep stream. Any tanks entering will be vulnerable.

Before play starts assess the effectiveness of your anti tank weapons. The Frontal Armour of an Oxen, Bison, M24 or Chaffee is six, side armour is three or four. The ‘45, and 50 Bazookas have to kills of 11 and 12, the 57mm RCL using HEAT rates another 11. Modified to kill numbers are low say four, five or six. Not in the Panzerfaust league but deadly enough when destroying just four tanks bags you a win.

I’d begin by exchanging a leader for a commissar, then organising the defence into four main positions of five squads each. Assign each large platoon or half company to a defensive sector. I think the main ones to consider are the Kunai and Village East of the road, the rest of the Village and nearby brush or Kunai West of the road. On board 19 there are two expanses of brush east and West of the road with some Palm trees in the West. Consider each sector in turn and plan a defence for each. This really does take a while and probably the first set up you try may need some modification. An early decision must be made as to how you will contest French moves. If you are planning to open up at the first opportunity and blaze away for as long as possible a line of Trenches up front is a good idea. Alternatively you might go for a series of tank ambushes using the available infantry to protect the Bazookas and RCL. Keep in view even a mortar can do some damage against a tank. The centre of resistance could be a line of three trenches containing the sectors Leader, a MG and anti tank weapons nearby. The other two squads can provide a fragile screen ahead of the main position or be set up hidden to play hide and seek, conceal the strength of the position of to wait in ambush for enemy armour or Infantry.

Examples of central trench position for the Village could be around the brush in 16FF4 or the Kunai in o19FF8 if you are aggressive, further North in Brush say oY8 if you are patient. There are some tough calls to make. To my mind the hardest is how to contest the French crossing of the Stream. You can concentrate on the J hexrow and the Kunai as they cross the ford or start further South.

I’d be the first to admit the above description is very vague, and provides limited insight into how to win! In my defence you can make an awfully large range of judgements on where to place individual units. These are important, rather more important is how you develop your defence.

French attacks can be across a broad front or concentrated on a narrow Axis. During play you need to decide when to abandon a hopeless
position, when to slag it out for another turn or two, whether to trade units, concentrate on tanks, even if moving units from one position to support a threatened area is valid. All very interesting stuff, the points I'm trying to make is you will not win just be a cunning set up and some dumb die rolls, this is not going to be a complicated game of carefully calculated moves.

A few wheezes can help. In Kunai you have a good chance of causing search casualties which might give a few ideas for hiding one or more of the three squads you can set up hidden. This is also a valid idea with concealed units or dummies. When using concealment vary the number of concealment counters used in a stack. If you can get a neutral or friendly third party to have a quick look at your set up and ask them if they can spot the dummies, and if they are game assess your strength in general. If you find your cunning set up is a bit obvious maybe some modification is in order. Give thought to ruse. Moving towards a Leader makes sense, moving towards another sector is pretty smart when the one you started in is about to be overrun. One idea with the RCL is to use them up front with the rest of your forces. This is good for numbers, surpass the enemy and clear your way. The plan outlined above favours four defensive positions, two in the village and two more in the brush further North. Other approaches are worth some consideration. One idea is to concentrate to face the Northern or Southern attack leaving a smaller screening force to delay advances on the other Flank. An extreme example of this could be a line of trenches covering the board 19 stream filled with PAVN units. I'm not too keen on this as an aggressive French player will concentrate against part of the line while pushing much harder in the South. You could still have some chances, try it if you think it is the way to win.

Turning the Village into a Hedgehog has some potential. A weakness is allowing the French to cross the stream easier, and possible allowing faster searches of concealment terrain in your set up area. Not radically different would be concentrating in any single sector.

In my opinion the way to go is defend four main areas, inflicting some casualties and seeking to make French searches for your units more difficult.

Watch out for the T'ai, in truth they are lame in a firefight but they are stealthy and equal your rifle squads in a melee. Enter melee with one of your squads you can set up hidden. This is about to be overrun. One idea with the RCL is to use them up front with the rest of your forces. This is good for numbers, surpass the enemy and clear your way. The plan outlined above favours four defensive positions, two in the village and two more in the brush further North. Other approaches are worth some consideration. One idea is to concentrate to face the Northern or Southern attack leaving a smaller screening force to delay advances on the other Flank. An extreme example of this could be a line of trenches covering the board 19 stream filled with PAVN units. I'm not too keen on this as an aggressive French player will concentrate against part of the line while pushing much harder in the South. You could still have some chances, try it if you think it is the way to win.

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you might be looking at a single hedgehog, a linear defence or more likely several small defensive Islands. In the North you need to move on board ready to cross the stream. With mist in effect you can move through open ground fairly easily. The Viets might open up with a MG or two or begin mortar fire but if you are spread out you should not expect more than a morose check, followed by a quick rally. Exactly how you go should take account of enemy positions but if these are totally beyond guesstimation splitting into three platoons and advancing broadly across board 19 will just about work. As you move into and over the stream expect some fire from PAVN troops. Use your Chaffees from at least more than five hexes away to support you Infantry. Although their is no casualty cap for infantry and you have to be a bit careful with the armour you should not throw away Para squads or Algerians or even T’ai without some compensating gain in terms of enemy casualties or knowledge of his whereabouts. If you can search board 19 up to row U with the Paras and you supporting armour by turns seven or eight you will have done well. If you meet neglibligible opposition or cope well with what you do hit, push futher South through the Paddy and Kunai into the Huts.

In the South your entity should take account of mist, if this has thinned out running through open ground is more dangerous. It is possible the PAVN will advance some units or dummies to complicate your entity. Again splitting into platoons and advancing on the enemy makes sense. Avoid stacking, try to engender firefights with the enemy. Keep pushing forwards to create space for your armour and reduce the areas to be searched.

Armour support can be used from a reasonable distance, the abundance of Kunai and brush might allow obstructing line of sight with hindrances for protection from known enemy anti tank assets. In my opinion the Southern force has a lot of work to do. They are probably better placed to search the Village and the other terrain South of the Paddys. Any help they can get from the Paras will be appreciated.

No doubt the 57th Regiment will have a few ideas of its own and will seek to frustrate your moves. A concentration in or around the Village will be nasty as the Paras take a long time searching empty brush hexes. If it becomes obvious the Village is heavily defended push harder in the North and seek to throw serious amounts of firepower in support of the Algerians, T’ai and the tanks with them.

Keeping notes can be irksome, but it can also save grief when looking for hidden units. Kunai is tricky stuff, it must be hit by IFT attacks or searched to reveal Hidden units, brush, huts and Palm trees need only be move through. Record any hex you search, and any you subject to fire. It is possible to lose simply because you neglected to search one hex. Almost as bad you could lose a tank to a bypassed anti tank weapon. If in doubt search a hex again, shoot at it, or move though anything other than Kunai.

The PAVN is very hostile in this one, time is also an issue. The Handicapping provision allows an extra French player turn. Ask for the balance as it greatly reduces the pressure you are under. Without it, well, ten turns is still a long time. Appreciate there is a lot of ground to cover and your troops arrive in instamats. With an extra half dozen turns this would be a cakewalk, but as is, you must push hard with the Infantry, take some risks with infantry and the Armour and regularly assess your progress. If you are doing well, stay focused and keep up the good work. If you start to lose infantry at an unsustainable rate you will need to make more active use of the armour. Similarly if you have lost two tanks be more careful with the remaining armour, if three are gone be very, very careful.

A few loose ends. Taking prisoners is humane, interrogation provides a further incentive. A low roll could reveal a hidden or concealed unit. As the nearest hidden unit would be revealed you would not need to search any hexes closer than the one revealed. Make sure your opponent is aware of this as it can search one truly massive area. It would be amazingly humorous to capture a prisoner on board 19 by the stream and search a vast swathe of territory early in the game. Most times this will not happen. Give some thought to escorting them off the map late in the game, there is a slight risk of SAN breaking a guard and freeing some prisoners. Destroy enemy anti tanks weapons if you capture them if there is a risk of recapture. Similarly not donate your 60mm Mortars or an abandoned Chaffe to the Viets.

Expect a hard fight, although the PAVN will try to conceal and hide units, once they are discovered they really will put up a struggle. They will be hard to kill, but you should be able to amass massive amounts of firepower to do the job. Without fanatic status and Scenario rule three this would be a lot easier!

Conclusion

If you have considerable mental stamina and enjoy a challenge this is an excellent scenario to play. I don’t think there is a simple way to set up, defend or attack, I do think there is a requirement for strong decision making throughout the game. Nice to see all ten Chaffees’ in action, lots of Elite French troops and some very credible PAVN opposition.

Hidden units are important, partially to force the French to push hard, and to threaten the Tanks. The game is unlikely to degenerate into one of hide and seek though!

DBP9 Last Stand on H7

Last Stand on H7 features a massed and determined Night attack by Elite PAVN troops, supported by Artillery on a small French Garrison in a battered fortification that has seen better days. The French can expect help from a strong relief force.

It does take a while to set up the H7 position and it took me about an hour to place the numerous trenches, wire and six bunkers. After that you must roll to check for Wire replacement with shellholes but the end result is interesting. H7 was conceived as a large rectangular outpost guarded by wire, with two substantial outposts positioned to slow the attacker and inflict casualties. With two players set up could be seriously speeded up. I think the scenario is worth the effort. As the number of wire counters in play can vary enormously it might be worth discussing balance provisions after removing wire. If the wire is pretty much in tact the PAVN need help, conversely a proliferation of shellholes suggests the French need it. The presence of wire is very important in determining how each side will plan its attack or defence.

Night rules are in effect otherwise the PAVN would struggle a bit! Its also worth re reading the rules on slopes, Bunkers or Pillboxes and Bangalore.

French Set Up

At the game start you control all six Bunkers, as long as you control three of these at the game end you have won. If the enemy destroy a Bunker either by an OBA critical hit, or by DC attack, obviously you cannot control it, but it does take a to the PAVN. To control a Bunker you must be the last player to occupy it and it must be in tact.

At the game start you need to assess the impact of Scenario rule 2, which replaces wire with a shellhole on a d4 of 1-3. It is reasonable to expect roughly half of your wire hexes to be replaced. Lady luck can be cruel or kind, and you might be sitting in a snug trench surrounded by either wire and mines or shellholes. Even if you are lucky the enemy will be able to attempt to gap your wire using Bangalores or OBAs. The maps have some interesting features like numbering of minefields, some expanes of brush that provide a hindrance and slow movement, slopes, a depression around D1D3, some low Hills, and a small Orchard. Although the weather is gusty, I can’t for the life of me see this having a significant effect on play. The real big deal is Night.

Night has some negative effects, well quite a few really. If this were a daylight scenario your troops could do a great deal of damage to the attackers at long range. Broken units would be forced to move away from you and the chances of a win would be much better than 50%. With Night rules in play and limited illumination long range fire is less effective. Freedom of movement makes French relocation harder. On the plus side, enemy fire is also weakened, extremely badly as PAVN units generally have low firepower. The possibility of straying is interesting. There should be a few occasions when a PAVN units voluntarily moves onto a Wire Minefield hex. Straying creates the possibility of this happening. The last bit of good news, and this really is stretching things a bit is the Night time abilities of broken units. You can stay adjacent to an enemy unit when you are broken, you can even remain in the same hex.
Routing is easier and will probably be along a trench line much of the time.

Trenches are important, primarily they provide excellent protection against on board and off-board fire. They provide exemption from straying, and confer a positive DRM for rallying under fire. You also know how to use Trenches. Once do you so defend becomes just that little bit harder.

French planes drop star shell all Night creating illumination. This will generally be beneficial, occasionally less so. Ground units can also attempt to place Star Shell but don’t try this from Bunkers, the roof restricts the launch. The rules restrict the placement of the first star shell but after that its open season. Once you have a line of sight to a known enemy unit in an illuminated location you gain freedom of movement.

Ideally you would like to start the game with your wire mostly intact, enemy units, preferably Sappers blundering onto your minefields and granting you freedom of movement, rate of fire, and a steady increase in Night visibility range maximise your winning chances. Anything less than this is still worth playing. I’d still fight on around shell holes, and with low visibility. A NVR of zero might upset me, even so it’s worth playing a few more turns.

Enemy forces are numerous, well equipped, highly motivated and well led. At the game start you are outnumbered twenty six or twenty seven squads to eight. The majority of enemy Infantry are fourteen elite rifle squads, backed up by eight Elite SMG squads, five fanatic sapper half squads and two 57mm RCL guns and crew. Support weapons are plentiful nine MGs’, five Bangalore, four DCs’ three Bazookas and three Mortars. The Mortars can fire illuminating rounds which could be a nuisance when trying to move relief troops on board. PAVN Leadership is strong, six leaders with the option of converting two to Commissars. One is a 9-2, a potential monster if he teams up with a MG team or two. PESU/BAC for the ELR of four, coupled with a basic morale of eight or nine don’t expect to see a lot of replacement.

PAVN troops are initially heavily outnumbered. Three Para squads, three elite rifle squads and two of the much maligned T’ai. Up to two squads may set up hidden, together with their accompanying Leaders and support weapons. In Last stand French SAN is higher than the PAVN, not massively so but still nice. Onboard Leaders include a 10-2 which should raise a few eyebrows. Support weapons are fairly good two HMGS, two MGMs’ and a pair of LMGs’. If you get the balance every squad can have a support weapon. The MGs are key to your defence at least for the first three or four turns. I’ll discuss the French relief for some late turns.

So how to organise the defence. Begin by considering the PAVN options. OBA is limited to resolution on pre registered hexes. Perhaps the enemy will target Bunker hexes or any of the hexes adjacent to them with the intention of calling fire onto areas most likely to contain enemy units. A fair guess could be 2V10, or 3N10. Secondary targets for 7A/2R which is pretty good. The first bit of pre registered hexes. This gives you a draw pile of worthwhile, TPBF not too bad an idea either. If they are bypassed a devilish counter attack might well be a fair idea if they are barely protected by wire and mines.

In all probability the T’ai will attack the first unit they can. Close combat might be worthwhile, TPBF not too bad an idea either. If they are bypassed a devilish counter attack might well be a fair idea if they are barely protected by wire and mines.

Key to a successful defence is the realisation the Viets are strong enough to flatten any point of their choosing. At some stage you will need to fall back towards the relief troops. A last stand without their help could be futile losing Leaders and equipment in exchange for a few broken PAVN squads.

Expect all sorts of bad luck, starshells falling in useless places, lucky OBA strikes, troops falling in useless places, artillery, and a lot of enemy cross fire. This is a long scenario. The Relief forces do not arrive until turn five. Enemy forces have to cover a fair amount of terrain. To reach 2V10 and 3N8 would take three or more turns, another two to reach 2U3 and/or 3U8. Stay alert for PAVN strikes aimed at cutting off your retreat or interdicting reinforcement. You should get interesting around turns six or seven.

There is a chance the PAVN will opt for some radical ideas. An attack on a small frontage, cunning use of Artillery that anticipates your defence, attacking from a strange direction say towards 2Z5. Time will tell. With such small defensive force you cannot cover ever possible attack plan, it is just about enough to make the most direct attack plans a tad more difficult.

PAVN Entry And Attack

If you control or eliminate four Pillboxes at the game end you win. With a deal of luck you might manage to destroy four Bunkers before the game end due to some phenomenally successful artillery attacks and/or the use of demolition charges.

At the game start you outnumber the French slightly more than three to one. All your troops are elite, including five fanatic Sapper (H12Z and B247) squads and a few demolition charges. Sappers receive a very effective method of delivery. Aside from engineering equipment you receive a fair selection of MGs including two MMG and even an HMG. For anti tank work you have three Bazookas and two 57mm RCL, against three French tanks this is a reasonable allocation. Three 60mm mortar allow for Illumination rounds if you need them. Leadership is pretty good, six leaders including a 9-2, and the option to exchange two Leaders for commissars. Unfortunately you cannot enter cloaked, movement is effected adversely by this. On balance your force is pretty strong, numerous with some useful leadership and plenty of support weapons.

Back up your ground troops are two Artillery modules a hefty 105mm and useful 75mm, each with plentiful ammunition and two preregistered hexes. This gives you a draw pile of 7B2R which is pretty good. The first bit of bad news is OBA is limited to fire at preregistered hexes. An early decision should be which hexes to pre register. The clever answer is to aim for spots were enemy forces are likely to certain be. The Bunkers in 2V10 and 3N8 are fair choices, adjacent hexes would work almost as well. If either post has no visible defenders better targets might be available. Think carefully as the French can hide two squads. Counting stacks might not help if the Defender has read rule E.1.2 carefully and hidden his support weapons and Leaders accordingly. Trying to take a bunker and its adjacent towers in the first turn of two of these squads, a pair of MGs and a Leader without artillery support is not going to be easy. The other pre registered hexes can be used to support attacks on other Bunkers, say 2Z5, 2U3 or 3U8. Another idea is to hit areas you have a strong suspicion the French will enter or are likely
to set up. An example of this could be 22Z, or 2Z5 hitting the easiest approach to the 2Z5 Bunker. This might be a bit defensively minded for some. An even more defensive idea aims to interdict the arrival of the Relief force interfering with its progress by harassing fire. Probably a bad idea but if you cooperate by move from stacks. If you destroy a bunker by a critical hit this can dramatically increase your chances of a win. The chances are slim, though still credible.

Enemy forces comprise an initial small garrison, aided by a relief force on turn five. The eight on board squads are pretty tough. All French units are Fanatic so you deal with nine morale troops. Barring a KIA/K results most morale checks will be passed and rally rolls made. The garrison is liberally equipped with MGs, two are HMGs’ with another two MMGs’ and a pair of LMGs’. Three initial leaders include a rather scary 10-2. The best way to kill these guys is to get lucky, roll low, throw SAN attacks at the bigger stacks, and enter into close combat. Two T’ai squads are present, even these are fanatic, and stealthy. Odds are the T’ai will not be equipped with MGs but will be lurking in a quiet corner waiting for a chance to inflict damage.

On turn five a French relief force of ten squads, three Leaders, three LMG’s and a platoon (of three) Chaffer Tanks. This is a very substantial force. Your anti tank assets will face a difficult fight against the armour. For a tank of only 17.5 tonnes the Chaffer is well armoured and equipped with three MGs plus a 75mm gun, with ROF. Very fast it will create a few headaches. With some reasonable DR you may back on or two, settle for keeping them at a distance if that proves impossible.

At the game start Scenario rule 2 creates the possibility of some, all or no wire counters being replaced by shellholes. Take a great deal of interest in this. Although you have Bangalore, Sappers and can even run onto wire the less of it you keep between you and the areas you plan to attack the better. With luck you will get a few favourable roll and few Frenchable gus in the way. If this is the case you should be able to win at the French perimeter in two turns, three if you overlap the outposts around 2V10, and 3N8. Try to land a spotting round on target whilst you are doing this. Assemble firebases then wake the French up on turn three. Bangalore hit the wire and mines, mortars, MGs, and RCLs blaze away, DC heroes run forwards followed by their comrades. The French will have a few ideas about this plan, and will use automatic fire or withdrawal to blunt your attack. Although less aggressive initially this is a fairly aggressive plan. One difficult is the FFE of your artillery shots must be placed over the wire to maximise the chance of hit and the French which makes Close combat very difficult. A minor variation puts the FFE behind the French to make withdrawal more difficult.

I guess these two ideas are a balance between the destructive power of two OBA modules against the value of concealment. We can choose an approach that suits, equally important the direction and strength of our attacks. You can attack from the Northern and Western board edges. You can choose to attack from a single edge in one powerful thrust perhaps using artillery assets to interdict the easiest approaches for relocating French onboard defenders. This is not my favourite idea, it could still work. Your attack aims for a single outlying bunker say 2V10, then runs down connecting trenches to gain 2U3, 2Z5 or 3U8 and another Bunker. The advantage is you make only one attack from open ground into a French outlying position. When you have won this most subsequent attacks are easier. The other is to attack in the direction of French positions. Weight of Numbers in the actual sector attacked will be better than 3-1, perhaps approaching 5-1, or upwards to 10-1! Expect significant casualties but if you cannot win that these are likely to get worse later. There are long range fire from other French positions which can be effective. French troops might withdraw ahead of you then stiffen to hold you longer than expected.

If the attack goes down through 3N8 you might just grab 3U8 and 3Z10 making the entry of French relief forces tricky. The key word here is ‘might’.

With Plan B attacks from two or even three directions aiming thrusts at Bunkers in 2V10 and 3N8 with an optional flanking run along the Southern edge to 2Z5. This would be my choice, but obviously that doesn’t necessarily mean it is a sure fire winner or even a good idea. The aim is to dispose of most of the French OB at a favourable exchange rate then rush down the connecting trenches to 3U8, 2U3 and possibly beyond.

Plan C et sec are outfield ideas. Bypassing the projecting outposts to start the attack at 2Z5, 2U3 or 3U8. Speculative French fire might put paid to these ideas, another consideration is time. If you dawdle you may end up with just one Bunker your entire OB in tact and no prospect of advancing against mounting French opposition.

French dispositions are important. An apparent mass of units in either forward Bunker would argue for bypassing it. Similarly only potential hidden units argues for at least some attention.

With a large OB there are any number of ways to organise your troops. I’d go for platoon sized units initially. Four SMG/Rile squads, a sapper half squad, Leader and share of available support weapons. Tailor this for the mission the squad will perform, for example DCs to a platoon tasked with destroying a bunker, Mortars and HMG/MMGs’ for a fire support squad. Split the Anti tanks assest but give a bias towards the Eastern Flank where the likelihood of Armoured attack is greater. Without too much thought I’d exchange both 8-0 Leaders for the gentle Commissars the Viets get. Personal preference would also place the best Leader close to the HMG with the other on the other end of the line. There is an enormous amount of latitude for making some squad stronger or weaker, in terms of numbers and SW allocation. There might be a case for Sappers acting as independent sub units, massing SMG squads in discrete attack groups, a mortar platoon and an MG platoon. Take your time but don’t get hung up on the idea of a perfect mission specific organisation of your troops.

With either of the approaches you choose, you will have to cross open ground swept by fire at Night. Avoid running through illuminated locations or fire lanes. Use Leaders to round up stray broken squads and push them back towards the enemy. At night DM remains in place until a rally roll less than the squads morale is rolled. Commissars effectively ignore this rule speeding up the rallying process.

Once you get close to the French forward or main positions more open ground has to be crossed unless you can win a firefight against high morale troops in trenches? The plan is to overload the defences. Start with some LMGs, MMGs, and DC heroes, run in from all directions. Do what damage you can in advancing fire then pile in for a melee. Expect some broken squads, and some KIA/K results as well. In close combat exchange results can be expected.

If you think a dash across open ground unlikely to work, outflank the defenders and hit
them with as much firepower as you can, including OBA. Break them, then rush in to interrogate prisoners hopefully to reveal other French units. not too sure if the presence on mines would occur as these are all known. ("Over there under the wire").

The first two Bunkers should be good fun. Decide if you can hold them or it is worth setting a DC in an attempt to destroy the post. In the second half you can still move forwards but will be placed a bit on the defensive by the French relief force.

The threats you face are ten elite squads, three leaders three Chaffee tanks, plus any remaining garrison troops. Consolidate the ground you hold. Pick up any abandoned French support weapons, and organise your positions. Use the Sappers as support weapons crews or as shock troops. Now is the time to use any OBA that can hit a useful spot. Find a shellhole for the RCL teams, use squads or half squad to man them if the crews are broken or eliminated. The next four turns will be a bitter struggle. Determine the French players plans as best you can. He may push extremely hard for one key bunker or engage in a series of threats hoping to get lucky in one or another. Stay alert to the possibility of a hidden French unit making an appearance behind the front lines to contest control, or a sprint past your front line to a more remote area.

Expect a close fight. The first two Bunkers should fall to you after a short but intense fight, the next two or three should be slightly easier. A grim struggle to hold on to your gains is the finale.

**French Relief Force**

After set up Scenario rule 5 allows you to pick two hexes were you can cross the wire for an extra 2MP/4MP without being subject to attack by mines. This is useful if a great deal of wire remains, but most of the time you will be better off using the shellholes in a former wire hex as these provide some cover. At a pinch you can run the Chaffees into wire hexes to try for a gap, hopefully this will not be necessary.

It is hard to predict what you will face on turn 3. A lot can happen in this game, ranging from highly destructive Machine gun fire killing or breaking swarms of attackers outside of the wire, through to sniper attacks taking out one of the superlative French Leaders, leading to a broken stack and easier time for the Viets. Generally the last two or three turns will be a life of death struggle for a key bunker. Aside from an interesting scenario this is a classic example of the value of High quality troops in defence.

Both players have difficult choices to make. The most serious for the French is whether to fall back in the first few turns or fight in place, for the PAVN it is difficult to choose between a stealthy approach and using Artillery support as soon as possible.

**Conclusion**

A lot can happen in this game, ranging from highly destructive Machine gun fire killing or breaking swarms of attackers outside of the wire, through to sniper attacks taking out one of the superlative French Leaders, leading to a broken stack and easier time for the Viets. Generally the last two or three turns will be a life of death struggle for a key bunker. Aside from an interesting scenario this is a classic example of the value of High quality troops in defence.

Both players have difficult choices to make. The most serious for the French is whether to fall back in the first few turns or fight in place, for the PAVN it is difficult to choose between a stealthy approach and using Artillery support as soon as possible.

If you enjoy Night scenarios and fierce close quarter battle this is worth a look.

**DBP10 All in Vain**

All in vain is the first scenario set on the superb Dien Bien Phu map. Although half of the map is in play the action centres around a very small area around the Elaine 1 Hill. Both sides are desperate to control the Hill, the French need it to strengthen their positions, the PAVN need it as a spring board for developing further attacks. A blood bath is guaranteed by a limited game length, need for the French to Kill the PAVN or drive them off the Hill and the very close proximity of the forces involved. Do not be put off by Scenario rule 3, where by both sides attempt to place shellholes to their advantage. This special rule greatly complicates both attack and defence, giving All in Vain added appeal.

**PAVN Set Up**

As long as you have one or more good order MMC on a level two or higher Hill hex of Elaine 1 or Elaine 4 you are still in the game. If you satisfy this objective at the game end you win. It is possible to lose on turn one if your set up avoids Level two or higher hexes.

At the game start PAVN forces outnumber the French very slightly, by twelve squads to Eleven, leadership is slightly in favour of the French, support weapon allocation about even. There is a big gulf in troop quality. The bad news is it favours the French. Eleven Elite Paratrooper squads with an underscored ELR of five, compare very favourably to a mixed bag of twelve PAVN squads, only two of which are Elite, and an ELR of three. In terms of firepower, the French really have an edge. A raw firepower ratio of 54 to 66 doesn’t sound too bad, unfortunately your troops cannot form multi hex firegroups knocking their effective unstacked firepower down to 34 excluding support weapons. In a firefight the French firepower advantage should prove decisive within the time limit of the game. The perspective becomes bleaker when you consider the French troops higher morale, very high ELR and adequate Leadership. Several factors keep you in the game. The French must move forwards to win, giving you the opportunity for the first shots against adjacent troops, generally in poorer cover. In close combat, especially Hand to hand you can do well. More good news, you start with a Commissar and can exchange another Leader for one more. As always I’d take the second Commissar, especially as the PAVN officers are gentle with troops who fail to rally. Two commissars will give your force a deal of resilience, quickly rallying units and pointing them back towards the enemy. Remaining upbeat, your SAN is slightly higher, giving you a 50% higher chance of activation than the French, expect an average of one potential sniper activation every twelve eligible DR.

More help comes from the Scenario rules and some of the DBP Standard special rules. Scenario rule 2 makes shellholes and all fortifications Concealment terrain. Building on this Rule DBP2 allows up to 10% FRU of your OB to set up hidden. This really does create a wide range of opportunities. One strategy is to use the Bazookas and manning squads ready to ambush the Chaffees’. Alternatively your target might be enemy squads, striking as they move into your hex or attempting to ambush them in close combat. Least favourite, but practical, hiding in a remote spot then running on a Level two hex to claim a win at the game end. Whatever you choose the French will try and counter. With moderate luck you will distract them, which will help you to win. DBP 14 is very interesting allowing secret placement of six trail breaks in wire hexes. These could be used as escape routes, or part of a cunning plan to steal the game by a
HIP unit running through wire to Victory. The 57mm Recoilless Rifle can set up behind which more a little later.

A sub plot is the armour. Within two or three turns it will make its presence felt. Use your unit tank assets, specifically Bazookas and 57mm RCIs. To hit rolls and tank rolls are low, fortunately the tanks should not be effective for the first two turns. After that they can be a considerable nuisance.

Your plans should take into account Scenario Rule 3 which allows the placement of three shellholes by yourself and the French. Placement is a bit tricky in that the Shellhole always end up in an adjacent hex. As you have three opportunities to place shellholes the odds of placement in a pre selected individual hex is 50%. By careful site selection you should be able to increase the odds of a favourable location by choosing targets next to several useful spots. This is probably easier for the French, as the PAVN your defences are weaker and more likely to be clustered together. If you hit a rubble building, woods, or Brush a flame is placed. If you can place a flame in J18 and it subsequently becomes a blaze the French have control of a very useful rubble building at level 5. Other useful spots are any front line French trenches, or if defensively minded try to convert open ground in your set up area into Shellholes. Be a bit careful, trashing your own deffortifications is possible if your initial target hex is adjacent to your fortifications. Your opponent will be pleased and your position will have been weakened slightly. If it happens your options are shrug, see the funny side, get theatrical (my favourite), or try to convince your opponent you are pleased with the ‘bad’ result.

Before setting up decide how you will aim to win. If you want to shoot the French to bits in a firefight, powerful firegroups in trenches and foxholes may be the way to go. French Shellholes’ might scupper your plans, failing that the strength of French firepower could do the job! Genuinely do not think you can win this way but if you think I’m wrong try three adjacent trenches surrounded by Sangars and foxholes then roll very low, very often.

There are alternatives with considerable scope for personal choices. I think these can be grouped into a Hedgehog or point defence, a Linear set up or a small series of platoon sized defensive Islands. Sub plots include Anti tank assets and hidden units. A very important consideration is how close to the enemy front line your plans is the ratio of prep fire to advancing fire, Elaine 1. I think the difference between the two cases is the difference in morale.

Some French defences are very strong but very strong if the French attack on a broad front on turns one or two. Admittedly this isn’t very likely.

A better bet could be a small hedgehog. Again you have a lot of choice in choosing the centre of the position, up front adjacent to the French, even way back at the Eastern edge of the Hill. Probably the best spot to choose would be on the eastern hill. French trenching will be around G13/G14 and the French will be rolling very low, very often.

Some French Set Up and Attack

The objective is to force all good order PAVN MMC off the level two or higher hexes of Elaine 1 and 4. As soon as this happens you have won. Broken enemy units, on level one or lower are Berzerkers, none, are whole units are in good order, are still win if the Viets die with you or if they celebrate your destruction by charging off the high ground.

Although you can win on turn one if the PAVN have set up badly, it is more likely you face a stiff fight. There are two ways to aim for a win. One seeks to gain territory controlling all of the level two and higher hill hexes, the other seeks the destruction of enemy forces. In reality a bit of both is needed. Staying in your starting positions and blazing away at the enemy doesn’t deserve to work and nor does an eleven squad charge for Elaine 1. I think the difference between the two plans is the ratio of prep fire to advancing fire, and movement phase to advanced phase movement.

As always seems to be the case there is an alternative, doing a bit of both, varying your approach from turn to turn and even doing things
One interesting factoid from the ASLRR, “UNARMED UNITS ARE IN GOOD ORDER”. Taking enemy prisoners is a judgement call. It is generally harder to eliminate enemy forces once you have declared no quarter, very tough when the enemy includes commissars and a number of operational SSG. Instead, a bit of interrogation, again, is very useful. A finite chance of a prisoner escaping exists. If this happens kill or capture them as soon as possible but do not totally ignore them.

The 5th BPVN are excellent troops, elite with an ELR of five. In this scenario they will need to dish out and absorb punishment, a firepower of six, and morale of eight helps, a broken side morale of nine is superb. French firepower is impressive. Two half squads will man the Mortars, whilst a staggering 78 IFT factors come from ten squads, four LMGs, an HMG and MMG. Most shots will be against troops in +1 or +2 cover, a shell hole, Sangar, Foxhole or Trench. Against stacks of units massive IFT attacks make sense. Against more scattered positions six or eight IFT attacks should be adequate. Most of the time a morale check will result. A fair result against unconcealed units in shell holes or Sangars would be eight or nine morale checks on turn one, a result in three or four broken squads. This assumes the majority of your forces will pre-prepare fire. If most of your attacks are in the advancing fire phase, you lose some firepower for movement, might gain some more for and PBF, less anything lost as a result of enemy fire.

For the first turn at least I favour shooting at the PAVN. Personal preference would shoot the G-2 directed stack first to limit the dire effects of SAN, but there is value in firing the Mortars first against unconcealed units in shell holes or Sangars to see one or more commissars amongst the enemy Leaders. Although much of this force is concealed you can make some intelligent guesses about the defences. I would not expect to see any dummy stacks. There is a very high probability of anything single counter under a concealment counter is going to be a squad, two counters will be a squad and SW, three will be a squad, MG, and Leader. There are sound reasons for this. Stacking is probably a bad idea for the PAVN in the face of your awesome firepower, stacking a leader with a Mortar and crew or even a Bazooka is less likely than an MG. There are some exceptions. A single counter at the back of the PAVN defences might be a Leader, the PAVN could set up the RCL team concealed rather than hidden, and your opponent is at liberty to man a Bazooka with a SMC or even two of them. Despite the exceptions you should get a good idea of where the opponent is, where the advantage in clearing them is, and where to concentrate fire. Fire combat will reveal units, both as a result of your fire, and when the PAVN shoot. There are no prizes for revealing the entire OB on turn one, it can make more sense to deal with the units that are known, or on prime real estate first. A concealed unit is not shooting at you.

The Trenches
Within VFTT, one often sees hot-off-the-press reviews of Campaign Games, especially 3rd party products. Their focus is on “what’s in the box”: maps, counters, scenarios etc, and serve a good purpose for info on products you might want to buy. What hasn’t happened until recently is anyone giving their thoughts on how the campaign games themselves play. Seeing Toby Pilling’s thoughts on Campaign Games in the May/June 2001 issue of VFTT made me set to work on compiling my notes on CGs I have played. So here is another article in a similar vein, but I have deliberately avoided the official CGs as these get enough press already and it would duplicate part of Toby’s article.

It has to be said that I prefer ASL with some continuity, be it Leader progression, Company Campaigns (per SASL), or Campaign Games. Thus, I play CGs much more frequently than stand-alone scenarios, although I do agree with Toby in that I have rarely had to play a CG to its conclusion before one side concedes.

I have aimed the following comments at those who own the game (hence references by hex) but also added some general comments for those who might be considering buying them. Experienced players of the CGs may well say “well, if you went about it like that, then of course you lost”, but at least a gamer has a chance to replay it, unlike our historical counterparts, and I look forward to many more CG summaries from people out there........

Stonne

One of my favourites, even after having to re-start the first CG. I had carefully driven vehicles up through the woods, creating TBs and take Bog checks and avoiding double crest-lines, only to find this was prohibited by the special rules.Oops! The Germans have enough strength to pursue various approaches, so I sent a left flank force to the hilltop (Y11) in halftracks as far as they could, a small force up the road (which got held up fairly easily around P7/O8), and the main infantry attack up the steep hillside to I8 and K8/ L7. The French were able to hold out in the rowhouses and foxholes around Q10, supported by a trench in O10, and also in the buildings in the area I10-K9-N10, but were under fire from V10/V11 as well as the town. The French counterattack I found difficult to execute. Again, because of the strength of their force, various routes can be used, but for many of these they are dangerously exposed. The left flank via entry area D was a sacrificial diversion, and got cut down in open ground. From areas E or F through Le Champ Carre is funnelled into a small front aimed at G10- H11 and is easy to counter, hexrow N is very exposed, and the right flank from area G was held by German forces of better quality in the woods at Y12.

In the midst of all this the village was OBA’d and set on fire, so the temuous French held was again threatened, although I must say it had the feel of the damage the town must have taken in the real battle. Eventually the combination of fire and firepower forced the French out back to M17 and the F19 area, and then the combination of German strength and exposed attacking routes made it obvious which way the result would turn.

I really enjoyed the first three scenarios, but then the quantity of items able to be purchased seemed huge - how many killer stacks of HMG/MMGs do you want? A counterattack with 2 Companies and 6 Tank Sections in addition to any surviving forces just seemed too much. Hence I now replay with about half the CPPs and it still has a good feel to it. As a French player I also tend to use more OBA, particularly smoke, and to preserve a dug-in presence on their right flank as a way to funnel forces back into the fight. I found the map a bit strete - how can someone place the map and end up with crest lines exactly straddling the centre hex dots - blame the printers! This has been corrected by an essential erratta sheet, so you know what height various hexes are and where the double crest lines exist that are otherwise obscured under the woods.

Pointe du Hoc

Again, a strong favourite and a clear map (maybe too glossy for some). I played the first couple of turns about three times, both to understand the amphibious rules, and also to work out what the Germans were supposed to do to defend the area. I’m still not sure they can do a lot if deployed forwards other than get shot up, but aiming to pull back and conserve forces is dangerous in giving up ground too quickly.

Ignore the captured French Guns - these are going to get discovered no matter where you put them. My preference is to keep them in the mind of the US player.

On the last occasion, I deployed German heavy weapons on the rising ground to the south (rows C/D) and was able to do a good job at curtailing US movement. I also aimed to set up two defensive positions somewhere on the road - the US will take out one with their strength, so went for a concealment strategy with the intent of whittling them down prior to a tough fight for the second.

The US landed on a wide front with substantial NOBA and direct fire to keep the defenders from responding, rather than a concentrated attack on one side of the headland. This fairly swiftly overcame the Germans, including some excellent NOBA KIA results, and the forces raced up to try and take good positions before the German reinforcements arrived. They got a good hold in Le Guay after a struggle, but a parallel thrust to Le Manoir was stuck for some time (aired by the fire support from the south) until finally pushing the Germans across the road.

On the east flank, the US struggled to clear St Pierre du Mont, and were hit by a German counterattack, with the forces ultimately squaring off around O23 and with a German presence around R27. Good firefights then occurred on both right and left flanks, with reinforcements being thrown in as they arrived, and the Germans doing their best to infiltrate through the fields to the front to cause more nuisance. Ultimately the US reinforcements tipped the balance and the Germans were pushed aside.

The initial assault takes some time to refresh the rules, but is a good chance to try a small fairly unopposed amphibious landing, which I hadn’t done via other scenarios. The new fortifications seem to take up lots of rules for minimal use in the game (you could do far worse than treating them as 1+5+7 Pillboxes - at least it will get you starting the game quickly), and the French artillery is not worth getting excited about, wherever you put it. It then settles down into a good scrap over familiar terrain, with both sides able to muster forces to attack.

CH also issued a version with scenarios (no CG) and a larger-hex, matt-printed map (but reduced overall area, no sea, cliffs or forward defences) as Busting the Bocage. This is a neat little package and again has some fierce local firefights in very close terrain.

Scotland the Brave

I played CG II of the 3 in the series, and enjoyed it more than I thought I would, given the level of armour (which isn’t usually to my taste). Also only having 3 Firefights means you can try it again easily.

The Germans had an easy ride in the first FF due to British positions being not well placed, but there were plenty of talking points, and some interesting duels between FFE and vehicles. The Germans launched an attack right to the right of Granville sur Odon, and were able to get infantry into the village by the end of the scenario. Once this had happened, the British force from there can get easily whittled down, so the British attempted a counterattack using the AA Crusaders (nice to try different vehicles), but botched it. This left the Germans a fairly easy task of rolling up the map and the British conceded.

The contents are good, and with various options for both sides - German attack possibilities, and a wide variety of forces to purchase, one that I will replay.

Hell’s Bridgehead

Appealed again, with relatively low counter density and some good variety with the river crossing, a few buildings/woods, and some excellent tank country.

I tried the first time to build up Soviet forces in reserve, but the Germans would not make too good progress, cleared the village immediately, established themselves on the...
heights and the Soviets conceded.

The second time I invested fully in fortified buildings and mines and held the village in Firefight 1. Firefight 2 saw additional reinforcement of the village with more defences and an on-map setup Company (sadly only 4-4-7 quality), with the intention of using it as a counterattack base. The Germans weren’t sure for the night scenario whether to play idle, to reinforce with infantry the village attack, screen it and bypass the Soviet forces there, or make an armoured/halfrack thrust to capture good positions for the following day. In the end, they managed to surround various Soviet groups and force them out of the village, with heavy casualties. The delay gave the Soviets time to rush reinforcements onto the plateau, but by using Tiger frontal armour the Germans cleaned up and still won.

I need to play it again to see what will be better for the Soviets. There are few positions for concealed guns for flanking shots, and in a head-to-head confrontation the Germans have the edge. The map is excellent.

Dzerhezinsky Tractor Works and Valor of the 37th Guards

Valor of the 37th Guards covers the same subject as DTW and is much better. It has larger hexes and a smaller geographical area, which I think creates a better focus on the factory itself.

In my first game I let the Germans gain the west side hexes first 4 hexrows, and from in front of the bridge, this side was well held causing damage. Combined with a fallback defence in place 2 DCs on the EE16 bridge, but only one caused damage. Combined with a fallback defence from in front of the bridge, this side was well held throughout the game and proved very important in causing the Russians to have to attack the Reichstag from the open ground.

The third bridge (W10) also fell to a Smoke-covered attack, but after a tough fight. The Russians then holed up in T10 under fire and even after linking up with the H9 forces struggled to make progress against the Reichstag at the same time as having the German pocket holed up between them and the river.

More and more artillery and tank firepower was required, and this build up took time, which ultimately resulted in the assault being too late to meet the historical end date, although German survival would have not lasted much longer.

This is certainly a different game from RB although still in a city environment. I particularly liked the options available to each player, and the contrasting flow of the game from quick advance through areas where the enemy had vacated to brisk firefight over key buildings. For the Germans, delaying and hitting the enemy, and knowing when to pull out and preserve forces or to dig in and extract a high price for clearing that last unit are important decisions.

Conclusion

I hope this was of some interest to players, and apologies if it was a bit incomprehensible to anyone who hasn’t got the CGs. As I said earlier, other experiences of CGs I would be interested to hear about.

Ω

GUN PIT’S TRIP UP NORTH

Continued from page 5

had the last laugh! And talk about getting revenge for all those defeats I had suffered at his hands, in our ‘after tourney games’ that we play, this time I WON!!!

I leave Blackpool with a Tourney record of 0-5, and a game record of 1-6. Seven games played, and all of them were enjoyed by my opponent and me. So, for those who could not make it to Berserk, you missed out, but I hope that this piece has made you determined to be here next year. If you have not been to a Tourney before, get yourself to one very quickly, they are FUN!!! That is what we are here for, after all.

Just before I go, I would like to thank; first, my opponents; second, every-one else who turned up; third, the hotel staff who put up with us lot of degenerates; and finally, to Trev ‘not quite hull-down’ Edwards and his partner in crime Steve ‘can’t take a photo’ Thomas for a great weekend. Thanks guys!

PS. You may be wondering what I mean by a ‘Giggsy’? If you had watched the Man Utd v. Arsenal FA Cup tie, you would of seen Ryan Giggs miss a completely open goal from 18yds. Somehow, he managed to kick the ball over the cross-bar. (He made amends for it scoring the equaliser against them in the league a few weeks later on our way to becoming Champions :-))

Ω

So, until later, Gun-Pit fans, carry on losing and having fun.
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 countries, players are listed according to the county they live in.

ENGLAND

Paul Bennett, 84 Littlebrook Avenue, Burnham, Bucks.
Pete Bennett, 84 Littlebrook Avenue, Burnham, Bucks.
ENGLAND

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Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB
Kevin Beard, 36 Oxford Road, Harrow, Middx., HA1 4JQ
Giuilo Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7
Chris Netherton, 16 Quintrell Close, Woking, Surrey, GU21 3BT
Russell Gough, 4 Berrells Road, Tetbury, GL8 8ED
Lancs., FY8 3RF
Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ
M. W . Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH
Carl Sizmur, 53 Singlewell Road, Gravesend, Kent, DA11 7PU
Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 6XX
Brian Hooper, Basement flat, 125 Redland Road, Redland, Bristol, Avon, BS6
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR
Phil Ward, 179 Newark Mews, Cheltenham, Glos., GL3 4AB
William Hadfield, 3, Hardwicke Street, Cheltenham, Glos., GL54 5NE

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

WALES

Paul Jones, 5 Cwrs Y Nof, Nefyn, Gwynedd, LL56 4XW
Ken Sutten, 1 Grange Road, Aberystwyth, Ceredigion, SY23 4LP
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA
Mark Chapman, Flat 7, 205 Constitution Hill, Edinburgh, EH21 1XK
Garry Ferguson, 9 Porthever Park Avenue, Edinburgh, EH12 6AW
Bil Frayton, 10 Taymouth Road, Penzance, Cornwall, TR19 7PF
Andrew Koo, Flat 14/2, 20 Princess Court, Glasgow, G21 4QA
Ellie Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LP
Oliver Gray, 17 Upper Dalgety, Cupar, Fife, KY15 9JS
Gary Marshall, 24 Atlantic Circle, Kalkbay, Fife, KY7 1QY

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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!

MAY

2003 MONTREAL ASL FESTIVAL

When: 17 – 18 May
Where: Days Inn Montreal Metro Center, 1005 Gay Street, Montreal, Quebec, Canada, H3H 1K4. Phone 1-800-567-0880 toll free or (514) 938-4611 for rates and reservations. There is a special $99.95/day if you reserve before April 9. Contact Michelle Jodoin. Most rooms have 2 double beds. All rooms are air-conditioned and have a color television. The hotel has a restaurant and is near a variety of restaurants, as well as shops and nightclubs. Indoor and outdoor parking available (charges apply for both).

Fee: $17.00 (US) or $25.00 (Canadian). Single-day entry is half the full fee. Pre-registants will receive tournament information and scenarios around mid-March.

Format: 5 time-limited rounds of action starting on Saturday at 8:30 a.m. Each round will have a choice of three scenarios, with scenario substitution possible by mutual player consent and TD approval.

Contact: Bruno L. Archveque, Montreal ASL Festival, 2294 Fantus, Laval, Quebec, J7T 2G6. Email blarcheveque@aircanada.ca.

LOGCON SWEDISH ASL TOURNAMENT

When: 29 May – 1 June
Where: Tornakolakan, Skarpnack, Stockholm, Sweden. There is room at the site to sleep (bring a sleep- bag) or there are plenty of local hotels (800SKR + €10 per night) and hostels (250SKR + €75 per night).

Fee: 200SKR / +5.

Format: 5 rounds over four scenarios (and ABS) to be selected at each round. Thursday is available for free gaming with the tournament starting late Friday morning.

Contact: Peter Rognholt, c/o Svidol, Rovregen 30, 74966 Skokloster, Sweden. Email him at replock@telia.se. The latest information can be found at www.logcon.se/logcon/logcon.htm.

JUNE

AUSTIN ASL TEAM TOURNAMENT

When: 19 – 22 June
Where: La Quinta Inn Round Rock, 2004 North 1-35 Round Rock, Texas. Tel 512-253-6666. When reserving rooms mention you are with the Central Texas ASL Club and you will get a discounted rate of $65.99 plus tax per room. This rate is good until June 6th, 2003.

Fee: $27.50 prior to 1 June, $35.00 thereafter.

Format: The ‘Team’ Tournament is really two tournaments in one. The main tournament has two persons of all skill levels compete – teams will be randomly assigned at the beginning of the tournament. You must register by 5 June to be eligible. The tournament inside the tournament challenges players to be a team. The tournament will be divided into four rounds as well a 10-3 Award, which goes to the individual who perseveres throughout the weekend and bests all comers. For those on a tight schedule these will be a Saturday only "Texas Heat" mini-Tournament starting at 9AM – entry for this is only $17.50.

Contact: Mike Senigen at mikes@intrinsity.com. Check the website at http://www.angelfire.com/tl/notesforthe.htm for the latest details.

SEPTEMBER

A BRIDGE TOO FAR - ARNHEM ASL TOURNAMENT

When: 12 – 14 September
Where: Aemh Stuyykev Hotel, Dopebroeklaan 27, 6815 AH, Arnhem. Next to an excellent gaming room, the hotel offers its own restaurant, bar and various amenities. Accommodation is offered on a full-board basis, which includes breakfast, packed lunch and dinner. The rooms accommodate 6 or 7 people and have their own shower and toilet facilities. The rates are 105 for Thursday to Sunday or 80 for Friday to Sunday. Please reserve before April 9; mention Michelle Jodoin. Most rooms have 2 double beds. All rooms are air-conditioned and have a color television. The hotel has a restaurant and is near a variety of restaurants, as well as shops and nightclubs. Indoor and outdoor parking available (charges apply for both).

Fee: 20.00.

Format: Five round Swiss style tournament with three scenarios to pick from in each round. There are two rounds on Friday and Saturday and one round on Sunday. The gaming room will be open from Thursday afternoon for friendly games.

Notes: On Thursday, September 11th, interested participants are invited to join a Battlefield Tour, which will include the Overloon Airborne Museum, Drop Zones, War Cemetery, and of course the famous Arnhem Road Bridge. The costs for the Battlefield Tour will be shared among participants, so please advise the organizers well in advance to organise this.

Contact: Peter Struijf at pastruijf@hotmail.com. For more information you can also visit the website at http://www.asl.nl/arnhemcon/.

OCTOBER

INTENSIVE FIRE 2003

When: 24 – 26 October
Where: The Kres Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone 0(1202) 555 889 or fax 0(1202) 799 567 to arrange accommodation. The latest information can be found at http://www.ksf-fiesta.com.

Fee: £60.00. 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 Phillips, 23 Jean Drive, Leicester, LE4 0GB. Phone (0116) 233 3586 (evenings only) or email pjp@vftt.co.uk.

NOVEMBER

GRENADIER 03

When: 6 – 9 November
Where: Oberhettingen, a little town in the German part of the Arnsbergs. There is a railway station in the village and a train to Cologne every hour (travel time about 50 minutes). The location offers sleeping rooms for 45 persons, a huge kitchen (where our Marketenderin Andrea will continue her cooking business for us), a big playing area and an additional separate big room which we will use for eating. Rooms are mostly three and four bed rooms with shower. Bed and breakfast is +30 per night.

Fee: +5 per day (+2 for Sunday).

Format: The tournament will be again a Swiss style five Round tournament. We will offer again an event for players who don’t want to participate in the tournament.

Contact: Christian Koppmeier, Haugheinweg 9, 41564 Kaarst, Germany. You can email him at Christian.Koppmeier@innotel.de. Check out the Grenadier web site at http://www.asl-grenadier.de for up to date information.

BIEN DIEN PHU PART DEUX

Continued from page 15

attack is blessed with a shellhole. When trying to place your own shell holes enemy trench and foxholes are valuable targets. Accuracy is limited to a DR of 1, selecting an initial hex surrounded and containing the maximum useful spots for a shell hole is sensible. Stripping G13/G14 of cover would be nice, but set back for less than this.

With only five turns to develop an attack you must maintain a good pace to your attack. Accept higher casualties by driving hard with your troops to gain terrain or kill PAVN, risk the tanks a bit, go CX when there is a potential for gain. You should not be reckless with every unit, every turn, it should be enough to do one or two risky things a turn, building to a mad minute on turns four and five.

French firepower, and Leadership, backed by Armour will provide the basis for your attack. A plan of how you will move onto Elaine 1 will help. If you can maintain the momentum of your attack, and carefully judge what risks and casualties are acceptable you should win.

Conclusion

This is the first use of the Champs Elysees Map, with the action more like a medieval siege, than a 20th Century Conflict.

A grueling slug fest for both players. The French must push hard and fast after some fierce prep fire. The PAVN must endure numerous IFT attacks, round up broken squads and try to maintain a presence on the Hill. At times a key hex will become the focus of the action, especially in the closing turns. Set up is important for both sides, later on staying focused and/or outfighting your opponent will lead to Victory. If you enjoy close range combat and/or Melee with a high body count you will like “All in Vain” a lot.
INTENSIVE FIRE 2003
24 – 26 October 2003

INTENSIVE FIRE is the UK’s longest running tournament dedicated to the play of Advanced Squad Leader. This year sees the 9th INTENSIVE FIRE and players of all standards are invited to attend.

FORMAT
The well-established Fire Team Tournament is the main event and offers the chance for competitive play on the Saturday and Sunday. In addition, the Friday mini-tournaments offer the chance for glory in more specialised fields of warfare. Likely topics for this year include Stalingrad street fighting, ‘Fog of War’ and, especially for the inexperienced player, the Training Camp.
For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

VENUE
The Kiwi Hotel, centrally located in Bournemouth, offers both excellent gaming facilities and reduced accommodation rates (£31 per night for a single room or £26 for a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at www.kiwhotel.co.uk.
For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

COST
Weekend registration for the tournament costs just £7. The tournament program listing the weekend’s scenarios and events is available from late September to anyone registering in advance.

FURTHER DETAILS / REGISTRATION
Contact Pete Phillipps, 23 Jean Drive, Leicester, England, LE4 0GB. Telephone (0116) 233 5896 (+44 116 233 5896 from outside the UK) or email if@vftt.co.uk.