

VIEW FROM THE TRENCHES

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PREP FIRE

Welcome to yet another double-sized *View From The Trenches*. The delay has mainly been caused by the change of job AND house over the past few months. As I mentioned last time the company I work for has closed. Luckily I am now working for the parent company as a software trainer helping with the roll out of their new Windows-based system – their current one is a DOS system!! With branches around the country there is a lot of travel, which has eaten into some of my spare time. On the other hand it done mean I could be in your area soon, so you might get a chance to play ASL again me! I am also in the process of purchasing a second hand A3 laser printer from www.ebay.co.uk for £100 to print the paper edition of *VFTT* so that should be safe for the future.

And I've also moved again. Didn't have much choice in the matter as the landlord basically wanted to sell the property :- (See opposite for the new address details.

I'd like to thank Michael Davies for the amount of writing he has done for *VFTT* over the past 12 months or so. Without the sterling work he has done the last few issues of *VFTT* would have had a lot of blank pages. Hell 75% of this issue contains Michael's work!! So

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COVER: German troops in Stalingrad.

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:

subscribe advanced-sl-digest

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 52 should be out at the beginning of November 2003.

VFTT costs £2.00 per issue (overseas £3.00), with a year's subscription costing £10.00 (overseas £15.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

Back issue are now out of print but can be downloaded for free from:

<http://www.vftt.co.uk/vfttpdf.htm>

VIEW FROM THE TRENCHES

24 Huggett Close

Leicester

LE4 7PY

Telephone:

(0116)

E-mail:

pete@vftt.co.uk

World Wide Web Home Page:

<http://www.vftt.co.uk>

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TRENCH MOVES AGAIN!

Yes *View from The Trenches* has moved to:
24 Huggett Close, Leicester, LE4 7PY
Tel: not connected yet :-)

INCOMING

JOURNAL OUT OF AFRICA

Work continues on *ASL Journal 5*. Although few details have been released yet, it will include a Pete Shelling mini-CG a la the Kursk CG from *ASL Journal 3*. Although no release date has been set it is possible that it will be released at ASLOK next month.

Playtesting for *Armies of Oblivion* is continuing, with just one scenario still to be finished. The counter artwork layout is making steady progress and the Chapter H editing continues.

Reprints of the *ASL Rulebook* and *Beyond Valor* are in the pipeline, while the

for \$10.00.

Also available are *Fanatic Pack 1* and *Fanatic Pack 2*, which can be purchased for \$12 each.

Shipping is \$2.00 for one pack and \$1.00 extra for each extra pack. Outside the US these costs are \$4.00 and \$3.00 respectively.

Payment should be sent to Paul Kenny, PO Box 644, Haddonfield, NJ 08033. You can also order online by using PayPal and sending payment to Homercles11@hotmail.com.

SCHWERPUNKT 9 ON WAY

Expected to be released at ASLOK is *Schwerpunkt 9*. Although no details have been released yet it is expect to contain 12 scenarios and a 24 page booklet containing design notes and analysis of the scenarios. Price is likely to be about \$17.00.

LATEST BUNKER OUT

The latest issue of *Dispatches From The Bunker* has been released.

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 aslunker@aol.com.



The artwork for the ASL journal 5 cover.

printing of *For King And Country* will be finished with the *Monty's Gamble* print run.

FANATICS BATTLE IN BATAAN

Fanatic Enterprises has released the *Battlin' Bastards Of Bataan Pack*, which contains 10 scenarios covering the early war campaign in the Philippines. It is available

THE TRENCHES



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*:

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

O/S - Out of stock temporarily

Add 50p per item for postage and send your payment made out to PETE PHILLIPPS to 24 Huggett Close, Leicester, England, LE4 7PY.

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.

Ω



Dien Bien Phu Part Trois

Michael Davies



DBP11 Cattle Drive

Cattle drive is a Night action which promises a short range battle for the important Champs Elysees position. The PAVN start the attack, soon afterwards strong counter attacking units will be rushing to the rescue for the French. OBs are manageable, & interesting, with some T'ai, Paras, & Chaffees spicing up the French OB, Commissars, a wide range of Infantry types, mixed support weapons and 120mm (Mortar?) OBA add colour to the PAVN.

To maximise your enjoyment you must be up to speed with Night, Mud & OBA rules, a firm grasp of Close Combat & Concealment is also helpful. Some modifications to the Night rules are in play due to Scenario Rules, its also Rainy, Gusty and there is a mild breeze at the game start. This is not an introductory or even intermediate scenario, an above average level of skill is needed to play either the attacker or defender, this is by no means a criticism!

DBP11 French set up

A casualty CAP for your Chaffees is in place. If three Vehicles are either eliminated, immobilised, or captured?, the PAVN win. Being a bit careful with the tanks & the threats they face will be discussed later. Assuming the casualty Cap is not achieved, you must also guard against a Control victory. If the PAVN control both the governor's house CC14, & at least fourteen level three or higher hexes they win. Holding CC14 or critical victory hexes at the game end will be vital.

Most French troops ELR is four, except for the T'ai who rate a two. Paras squads still have ELR 5 plus underscored morale and the majority of your troops are Elite. Three Leaders, five machine guns, a pair of mortars and a load of fortifications & some concealment counters help your initial

forces. A jolly useful level four off-board observer directs a module of 105mm OBA. Catching concealed troops creeping forwards in the open or shellholes under the cover of darkness with 20IFT attacks is sweet, even allowing for a +1 DRM for Mud.

Keys to understanding how to plan your Defence are the terrain, environmental conditions and the shell holes that arrive due to Scenario rule 5. To prevent a PAVN win by controlling CC14 & fourteen level three or four hexes you must maintain a presence on Champs Elysees. A point defence of the Governor's house could work, by linking the rubble in AA15 & BB15 using trenches backed up by flanking positions and/or other small posts set back to protect the forwards positions with fire. With a fortified cellar the governor's former residence is a tough proposition. By leaving areas in front of the level four Hills free of your fortifications or units any PAVN attackers will have to cross open ground or shellholes to approach you. An alternative could be a more dispersed, possibly linear defence seeking to restrict control of the number of hill hexes the PAVN can seize. Neither defence is perfect, both are crackable by a carefully planned attack. OBA should be part of your defensive plans, landing a 105mm mission in DD12 or an adjacent hex complicates an attack on the level four hexes.

Some further help comes from the terrain. Wire on the front of the Hill slows PAVN units, even allowing for the six free trail breaks your opponent receives. Mud does cause problems for your tanks, and slows your Infantry but really does hinder the PAVNs attacks initially. Moving uphill to become CX is not always a problem, it is much harder for the PAVN to be positive about advancing CX into close combat by moving uphill into rubble, hindered by Mud.

I am fairly sure Hammada is in play, unless it is crag?. Trenches & shell holes can be placed in Hammada, which is nasty terrain to move through when being shelled, but cannot cause AFV immobilisation. Rain is useful for covering the advance of your tanks and other reinforcements. Heavy rain is even better, but if it stops raining the game is not over.

Generally gusts are of little or no consequence. Unfortunately fire presents a very real problem, worsened by gusts that can spread fire to non adjacent hexes and accelerate the rate of blaze creation. A blaze forces

troops out of rubble or cellars, creates Illumination, and smoke. The easiest way to create a flame is land a shellhole placed under SSR 5 in a building hex. I don't think it is a good idea for the French to do this but the PAVN will try. The big plus for the PAVN is pushing a French unit out of a key area. The cons are illumination from blazes, and greater complication in gaining control of CC14. If your opponent has started a fire in CC14, almost any attack on the level four hill will be illuminated nicely for most of your units on the Hill.

Were it not for Starshell, Illuminating rounds, and OBA the PAVN could slither out of their trenches, into yours and trade units for a win in hand to hand combat. An unusually lucky opponent might still be able to do this but it is more likely the enemy will have to be craftier.

Initially you are badly outnumbered eighteen squads to nine. Enemy troop quality is variable, from Sapper squads down to a few second line rifle squads. Enemy Leaders abound, including one or two commissars, and a 9-2 out there somewhere. Three bangalores are included, more worrying are the anti tank weapons, & eight machine guns, plus a mortar and two very nasty demolition charges. The DCs' are a darned nuisance, at Night you want to keep concealment, unless faced with a juicy 24 minus 2 or better IFT attack at an adjacent moving units. Throwing away fire or crouching concealed awaiting the attack of a DC hero is not pleasant. If you can hit these with troops back a bit from the front line do so, exposing your own troops should be offset by placing some residual fire, and perhaps a dead DC hero.

PAVN artillery is very nasty, 120mm Mortars with plenty of ammunition and a level seven observer. A pre registered hex gives the PAVN the option of covering gaps in the wire to interdict reinforcements, trying to target the tanks or by selecting BB14 hitting all three rubble buildings with a series of 24 +3 attacks. This is hard to take, being optimistic any Artillery hitting the Hills is not burning tanks, and keeps sane PAVN Infantry out of your positions for a turn longer.

After set up, you resolve shellhole placement under SR5. This may have little effect on your Defences or can create sizeable holes. With three buildings under a flame counter and a few adjacent trench hexes blown away, abandoning CC14 might



be necessary. If you have had better luck, all you may have suffered is a bit of gapped wire and a flattened Trench. Your own Shellholes should target key enemy positions. Er right enough which ones are key. Well anything close to CC14 is important, anything with a big stack of entrenched units, or anything that just catches the eye as nasty. Generally avoiding areas very close to your own front line is sensible. An exception is to create gaps in wire on the Western edge of the Hill to ease the passage of your reinforcing units. If there are no obviously useful spots just stay away from your own buildings or trenches.

Not all your fortifications will be in the front line or even supporting it, a few will be useful for your counter attacking units. A trench will not help a tank get up the Hill, with Infantry getting to the top is much easier. A string of trenches all the way to the Western edge is silly, but a string of three or four can help. Not only does this save MF it protects against the worst effects of 120mm OBA. Give serious thought to how units will gain the Hill, it is embarrassing and deadly to get stuck on your own wire or take too long to climb the Hill.

Concealment is always difficult. All your units start concealed, any OB “?” help to create dummy units, can serve as sniper bait or disguise the weakness of a stack.

You start with two Bunkers which are immune to shellhole bombardment. Good spots for these include level four hexes, BB14, CC15, or the rather defensive DD16 behind a hedge. BB14 is a wee bit weak due to its likely selection as a pre registered hex even so it is tempting. An unusual tactic is to place bunkers with a covered arc away from the enemy, this reduces or even removes vulnerability to IFT attacks but still controls the hex.

A delicate sub plot arises because of the Armour casualty cap. PAVN anti tank weapons are nothing special, however a 120mm OBA module with an off-board observer and pre registered hex can attack tanks on the 20 IFT table. With Mud in effect this attack receives a +1 DRM, even so a DR of 3 or less will destroy a Chaffee, a 4 or 5, can lead to immobilisation or shock. With some care you should not lose three tanks’ to OBA. If you want this to happen so you can subsequently call this scenario a dog, or have a pressing engagement elsewhere, try grouping your armour in adjacent hexes or moving through FFE areas. Admittedly you could lose three tanks very quickly just by being unlucky. The rolls required for this are pretty low numbers, and if your opponent is that lucky they were always going to win anyway!

At six turns this is a reasonably short scenario. If the PAVN are slow in attacking

you will be urging the turn marker forwards. If he runs riot in the first two or three turns and possesses much of the Hill & the House, you will want more time for your Artillery to Kill the Viets, and arriving units to swing the balance. In brief Cattle drive can be too long & too short depending on circumstances.

Expect close combat. Judging when to fight and when to break is difficult. Personally, I am loathe to voluntary break, and can suffer accordingly. With French Elite troops or Paras, & plenty of trenches, Bunkers, Rubble and Leaders around a quick tactical withdrawal may be better than a brief Hand to hand fight with a pair of sapper squads. On other occasions that sure thing against a CX’d 2nd line PAVN rifle squad will cost you dear. More than any other facet of the game CC strikes me as a gamble. Try to keep the odds in your favour. A Leader and squad fight together in CC, this makes a 6-4-8 with a Leader a tough prospect. A concealed T’ai squad has only three firepower, and low morale, but is stealthy and can cut up rough in close combat. If you can be concealed, uphill, and stronger do so. Its a nice touch to attack broken enemy units, rub it in by rolling snakes then generating another Leader. In general CC is “bad” for you. Avoid it early in the game, be more aggressive when you have to gain key locations later on.

A few quick ideas. Watch out for HEAT attacks on Rubble, or Bunkers. The 1950 Super Bazooka has a 12IFT attack, the Bazooka 45s’, & RCL might also be malicious whilst waiting for the tanks to arrive. I nearly forgot the RCL can fire HE! Place your trenches where you want them, and accept the PAVN will make use of any they capture. Specifically do not provide an easy rout up any hill levels for the enemy. Fight till the end. If you still have four tanks and gain control of CC14 on the last turn you have won. Do not have a hissy fit if your opponent HIPS any units, SR 2 prohibits this. It is an easy mistake to make, maybe the way to go is ask if you think he has erred? Greater Night visibility range helps you, unfortunately, a decrease is more likely to occur. With a NVR of Zero defence becomes very fraught.

Expect a difficult fight, the PAVN can charge on turn one, or soften you up before developing a more cunning attack. In a firefight, you should be able to hold your own, if the Viets climb into your trenches the issue will hang in the balance. Die hard, six tanks and five squads are tearing up the Hill to help.

PAVN Set-Up And Attack

There are two ways to win. Either achieve the three Chaffee casualty CAP, or

win by controlling CC14, and fourteen or more Level three or Higher Hill hexes at the game end. Note the Governor’s House is at level four. A tranche of level three hill hexes lies within your set up area. At the game start you control six victory hexes, and could advance to the adjacent hexes fairly easily to grab more. Amassing fourteen level three Hill hexes is not massively difficult. Taking the Governor’s House is a tad harder. Which of the two victories you will aim for is an important decision. If you aim to kill or immobilise tanks you will hope to direct 120mm OBA, and your anti tank assets against the Chaffees. If you are aiming for a control win your attacks against the on board French forces will likely be supported by OBA, and some or all of your anti tank assets will be directed against Infantry Targets. I am usually in favour of making a choice early in the game as to which objective to aim for. This has some merits for planning, and helps to focus during the game, but if your playing style is more dynamic there is no harm in deciding during play which objective you will go for. If you do decide on a control Victory, your plans must include some ideas to interdict reinforcing French units, and a plan to cover defensive options once you have taken CC14, and the needed Hill hexes.

Enemy forces are a very mixed bag. from stealthy T’ai irregulars, through first line and elite squads up to formidable Paratrooper squads. Well led, and with plenty of support weapons the French can stand up to a lot of punishment in a firefight. A lack of numbers is a serious handicap, which is partially offset by the imminent arrival of substantial reinforcements. These include another five Para squads, and six 75mm Gun armed Chaffees. French Artillery support is available as 105mm OBA, directed by an off-board observer. Two red cards early in the game would be nice, but a protracted series of 20 IFT attacks is more likely. Troops in trenches have good survival chances, those moving in the open, even in shellholes should be less fortunate.

Your own troops are a fine mix of Elite, first & second line troops. Eighteen squads, eight machine guns, three RCL, a mortar, three Bazookas, three Bangalore Torpedoes & a pair of Demolition charges, commanded by five leaders is a very decent force. It is possible to use them to fight and win a firefight. The inability to form multi location firegroups applies equally to both sides due to Night. Another PAVN weakness range is also minimised by the very close proximity of French troops. A firefight should be able to expose concealed units, and erode the T’ai, and some of the French Infantry. The Paras can soak up a lot of dam-

age, particularly if stacked with a Leader with a negative DRM. Even if you break a Para squad, chances are they will be back in the line very soon. You can try to shoot your way to a win, or you might want to try for Hand to Hand combat opportunities. Ideally you want to advance concealed in greater strength Vs a pinned weaker French stack. If you like a bit of a gamble, your force can be inferior if you are likely to ambush. A host of factors effect this. If you have to advance up hill into a rubble location you will CX, crossing illuminated open ground will be hazardous, as will be entering any FFE hexes, yours or the Frenchies. Your tactics should include some fire combat and some close combat, taking account of terrain, enemy strength and location as well as your tactical plans.

Your OBA is rather good, 120mm with a preregistered hex. A game mechanic delays its arrival but due to the preregistered hex you can place a SR or FFE 1 in the first French player Turn if you draw a black card. Be careful, your own troops will be close by and will be upset to be hit by their Artillery Support.

Even if your intention is to win of the tank CVP some effort on the Hill is sensible, at the very least you could seek to exploit a numerical advantage to destroy some French units before the balance of strength starts to move towards the French. A hard decision is whether to use Artillery, Bazookas & Mortars against the Hills defenders or against tanks. I think there is some merit in being aggressive and using these assets against Infantry targets early in the game, switching to armour later on.

Some unexpected help might come from the terrain. With mud in place movement is slowed, a finite chance of bog exists. If you are inordinately lucky, three French tanks could bog, & subsequently mire or become immobilised. This is a slightly humorous win if you are struggling to gain the Hill, less needed if you are on your way to a win already. I would feel sorry for a French player who lost this way. More help comes in the form of wire on the Champs Elysees. In the East you can make use of wire trail breaks allowed under Standard Special rule 14, and make use of Trenches or the Shellholes that replace them to create gaps through which you can move. With eighteen trenches you can edge close to the French front line and create fire support positions to help the attack or shoot against French reinforcements. In the West wire is more of a help to you than the French. Armour may favour moving through gaps in the wire to prevent bogging on a wire hex. Similarly Trenches will be avoided due to the threat of bog they pose. I would expect

French armour to move up the Hill through AA21, & DD18 if a gap has been created by a shellhole or two. Pre registering AA21 could be devastating, if you catch several tanks and/or infantry moving in the open. If you use Artillery to interdict reinforcements it will be less use against CC14 and other tough positions. Which way you go on this is a judgement call. Given the movement costs of climbing muddy hills a line of Trenches may be used to get the French Paras through their own wire & up the hill in reasonable safety could be expected. If you encounter this a nicely placed shellhole could slow things down.

Mud, rain and Night all add character to this scenario. Rain and heavy rain create LV hindrances, as does Night. Mud can bog enemy tanks & cushion the impact of HE, but has a big impact on movement. Uphill movement is very difficult. Gaining an elevation moving into a darkened rubble building will leave you CX, not a healthy prospect against a concealed French stack or even one armed with some reasonable firepower. If you can use a former French trench to gain the Hill movement is eased and vulnerability to counter attack reduced.

Enemy Shellholes placed under SR5 may seek to destroy your prime offensive positions or firebases. A shellhole or two may be used to gap the French wire to help reinforcements get up the Hill. You own shellholes can try to create gaps between French defensive positions, or to plaster the Level four buildings and their supporting positions. A flame that becomes a blaze provided illumination & forces the Defenders out of prime real estate. Any smoke will be blown West helping to screen your forces from enemy fire.

If you think of "your" shellholes, Night, Mud, rain & even the Terrain as friendly, this can help your own morale. The only bit of bad news, in my opinion, is the difficulty in moving uphill to gain a Rubble hex.

Time is sort of on your side. Six turns is not a long scenario. Ideally you want enough time to take the Hill, but not enough for the French to rush up in support. It should take two or more likely three turns for any arriving French units to reach positions where they can make a difference from. The tanks can do it quicker but might be delayed by mud, or simply more cautious. Try to interdict with any spare assets. An HMG or LMG is ideal for this, a few inherent firepower attacks is a start.

A few quick ideas. Exchanging an 8-1 or 8-0 Leader for another commissar is a fair idea. Very useful in the closing turns close to the Governor's House. Remember you can Human wave, & can use DC heroes

if you need to. The Bangalores might not be needed to gap wire, but pad out a stack nicely. Keep in view the Mortar is a fair Anti tank weapon. Watch out for the T'ai they are fair opponents in close combat. If all looks bad, and a control victory is a remote possibility give thought to hunting the tanks. As long as you manage a few chancy attacks against the armour you are still in the game. Edge your sniper towards CC14 he can reveal concealed units, and might pick off an enemy Leader in a crucial sector.

I'm not sure if the PAVN Historically planned to take the Hill or ambush the tanks. In the game achieving either objective earns you a win. Make a decision early on which you will go for, but change your mind if an unusual opportunity arises.

French Reinforcements

Some ASL Scenarios can be played by small teams. In Cattle Drive there is scope for a third player taking command of the French Reinforcements, stretching a point adding a fourth player as a French Tank commander might be interesting. For the PAVN splitting the forces is a bit harder but giving one command of the Mortars, RCL & Bazookas would be interesting. If you do make this a multi player game give the divided force the balance.

How you use the French reinforcements should take some account of the PAVNs' developing attack. If a pair of red cards has robbed the PAVN of OBA early in the game the tanks can be more active. If PAVN Artillery is hitting the trenches, bunkers & buildings hard rapid tank movement is possible. If the PAVN are holding back waiting for the tanks then some caution is needed. Before set up a planned route to the firing positions of your tanks should be plotted. Getting stuck in your own trenches or wire is a tangible risk. If bog becomes immobilisation you lose a tank. An ever present danger is mud. Again the threat is bog, miring and/or immobilisation. The least risky way to the top, disregarding enemy action, or your own fortifications is through gaps in your own wire. If the PAVN has preregistered one of these gaps and you moving in a platoon you can lose in a single player turn. Avoiding platoon movement, splitting your tanks and avoiding known Artillery concentrations is reasonable if enemy assets are focused on your armour.

There is a very real threat of losing the tanks if the PAVN are determined to destroy them & your drive on to the Hill. If the enemies game plan is anti armour, less of his assets will be hitting your Infantry on the Hill or your ascending reinforcements. Although 120mm OBA poses a serious risk to tanks keep in view whilst he is chasing your



Chaffees your Infantry will stand a better chance on the Hill. If you remain dispersed destroying three tanks in the time available using just OBA is difficult. If you become bogged this is not the same as immobilised. There is something to be said for remaining in place as the tanks will not count as destroyed or immobilised at the game end.

In short the tank actions should take account of enemy hostility towards them, be brave if the tanks are free to act, be cautious, or even evasive if enemy assets are directed towards you.

With your Infantry climbing the Hill in the muddy dark is a challenge. A small line of trenches through your wire will help and give excellent cover against PAVN OBA, Mortars, Machine Guns or other aggression thrown your way. Get up the Hill quickly then join the fight for control of the Level three and four hexes. Again there is a delicate balance within the game. If your reinforcing troops are hit with lots, less is targeting the Hill top defenders and vice versa. Five Para squads, a Leader, LMG & demolition charge is a very credible force. It become even more dangerous when added to troops already on the Hill.

In the closing stages of the game assess the threats to your men. If a casualty victory is close try to save the third tank from the enemy, if control is threatened seek to limit the number of enemy controlled hexes or if you can occupy and dominate the governors house.

All this may sound very easy, and of course it isn't. Very rarely PAVN OBA will not arrive, the early swarming attacks will fail and you might be left thinking that wasn't too difficult. More often the game will be more of a struggle to hold key terrain & reinforce the Hill top without losing on the casualty cap.

Conclusion

Although Night rules are in effect neither side is allowed to cloak or subject to No move restrictions, & star shell is expected to be plentiful. The net effect is to make this easier to play as visibility is greatly improved, whilst still capturing the feel of a desperate Night action. Both sides have very mixed Infantry forces, powerful Artillery support and strong defensive positions. Both have very difficult choices concerning how to allocate forces to attack or defence.

This is a difficult scenario to play, very exciting, generally with plenty of close combat and the agonising choice of taking offensive action or retaining concealment. Strong players will really excel at this one but there is plenty of fun for the rest of us!



DBP12 Death by Pale Moonlight

Death By Pale Moonlight takes place the day before Cattle Drive. The Governors' House in CC14 is again very important, but this is a very different scenario. Admittedly the action takes place over roughly the same area, on another rainy, muddy, gusty Night with similar troops. The big difference is the French are on the Offensive seeking to retain control of the Governors' house and Kill Viets to boot.

Essentially this is a short range Infantry fight in the dark, spiced up by a wide range of troops, some French armour and just a touch of OBA. There should not be too many counters to go back in the box at the end of turn seven.

PAVN Set-Up

For the French to win they must outnumber your good order squads on the Hill by at least two to one, and control the Governors' house or Governancy. Control conditions are straightforward, keep in view to control a blazing building you must gain control of the majority of hexes adjacent to it. Understanding squads equivalents is also important. Only squads, half squads, crews and SMC are relevant in calculating a number of whole "squads". Any left over half squads or less than five SMC is ignored, fortunately this applies equally to the French. Remember the Chaffees have crews, and any prisoners count for double their value. Worth noting squads must be in good order. This suggests a few possible winning strategies. The most extreme are an all out attack on CC14 before holding it at the game end, through to a defensive set up seeking to conserve your force and prevent the French outnumbering you at the game end. There are other options, including the ever popular, planning it as you go along, which works more often than it should.

At the game start the French are dug in around CC14, with further enemy units climbing the Hill to gain CC14 and chase you off the Hill. Initial forces around CC14 are weak, and to an extent Battle weary, a wounded 7-0 Heroic Leader, two and a half first line squads and a Machine gun. All are

concealed. French set up takes place after your own, a fair guess would place the Heroic Leader a half squad and MG in the fortified cellar, with a first line squad in the ground floor and an entrenched unit or just a trench in either BB15 or CC15. Eight squads and three Leaders with a mix of support weapons are nearby seeking to help with either long range fire or more likely by moving up the Hill. This force contains three Para squads and a 9-2 Leader as well as five MGs, and a pair of Mortars. Monsieur 9-2 is a problem. Directing the fire of a pair of MG he can do a fair amount of damage to your forces, without his modifier IFT attacks would be more likely to result in Morale checks that are less damaging. More troops arrive on turn three two Para squads, an elite squad, a pair of Leaders, LMGs' and a DC plus two (unnamed) Chaffees. Mud will slow them down, but all should make it to the Hill fairly quickly unless you contest their movement. Do not forget the French 105mm OBA. Due to scenario rule 3, the module is limited to two fire missions'. Against troops in trenches a 20IFT attack at +4 should result in a few morale checks. Without the protection of a trench, a muddy shell hole earns a +2 at best, Hammada is evens, and if you really have a death wish find yourself a nice wire hex. Harassing fire is resolved on the 6 IFT column, not particularly deadly, and less likely to be encountered. Two fire missions can do a lot of damage, in some games two red cards might rob the French of any fire support at all. Standard special rule DBP19 awards the French special IR that can light up the Hill or catch your reinforcements arriving from the East.

The 98th Regiment range from elite Rifle squads down to second line rifle and SMG squads. The better news is they are all stealthy, ELR 3, concealed, led by four Leaders with the option of two commissars, and have lots of support weapons. Included in the initial forces are two Bazookas', two mortars' and a 75mm RCL. In fire combat some of your effectiveness is often not usable. In close combat this is less of an issue against any individual French squads your own squads attacks will be 1-2 or evens at best. The return attack will generally be at 1-1 for a 4-5-7 or 8, 2-1 or 3-2 for a Para squad. an exception to this is your 5-3-7 SMG units who are better than all French squads save the Paras in close combat. This isn't massively interesting or profound, particularly if you know it all already. I think the key to victory lies in an understanding of when to seek out close combat and when to avoid it. To improve your chances you should prefer to strike when you have an advantage. Being stealthy is helpful, being concealed when your opponent is not, catch-

ing him CX ,pinned, even broken maximises your combat potential. Aim to fight when you have an advantage, be more reluctant when the chances of success are roughly equal, and only fight at a disadvantage when you have to. If you are playing a Night scenario, chances are you already know this!

Deciding how to use your anti tank assets is important. A few shots at Infantry units is a fair idea, if the tanks are bogged, already destroyed, have disabled armament or are out of range. Destroying both tanks will help, particularly if they burn brightly and illuminate open terrain the enemy must cross.

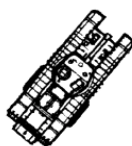
With fourteen trench hexes surrounding the Govenacy is an option. Massing on the Hill can work, and you should even have enough left over to provide a covered passage for your arriving reinforcements to use. Enemy Shell holes will have an impact on your initial placements, being upbeat you will always end up with some positive TEM in a hex.

Another weapon in your armoury are your own shell holes. Placement is always subject to an element of chance. If your plans feature an attack on CC14 targeting that hex makes sense. Other possible uses include gaping French Wire to aid your ascent, trying to convert open ground to shell holes to provide cover, or setting fire to trees or bushes. you could do a lot worse than targeting BB14 with all six shell holes then trusting to luck. I think the French have greater need of shell holes of which more later.

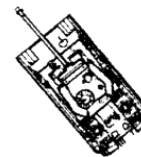
More help comes from Standard special rules. DBP17 places trip flares in all printed wire hexes, DBP14 allows pre recording six trail breaks through wire for your exclusive use. Without too much thought, I'd exchange two leaders for Commissars', useful in a firefight, and even more value rallying troops subject to desperation morale at Night.

Set up rules limit the number of troops starting West of row 12 to six squad equivalents. This restriction keeps things interesting, you can't form a circle and launch a massed attack on CC14, or build a solid wall of units in front of advancing French troops for a near certain win. Instead you must be a deal more cunning and counter your opponents plans.

Three simple strategies open to you are an assault of CC14, a blocking action against the onboard but downhill French units or a defence in depth. To assault the building in the first couple of turns begin by trying to place shell holes in the vicinity of CC14. Mass assault troops, preferably SMG squads to advance uphill from as many directions as possible and support them with



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Author

Ian Daghish read History at Trinity College, Cambridge, where his Bowen Prize-winning thesis was 'Napoleon Bonaparte and the Invasion of England'. He has since written a number of articles about the Normandy campaign of 1944 and has designed a number of commercially successful historical wargames covering both American and British small-unit actions in Normandy. Ian believes in visiting the scenes of the action, and for some years he has been a familiar sight in the summer months walking the Normandy battlefields with cameras and camcorder. He is currently writing Battleground Europe Operation GOODWOOD.

Ian is a marketing professional, offering consultancy and interim management services. He is married with two daughters and lives in Alderley Edge, Cheshire.

Contact:
Pen & Sword Books
47 Church Street
Barnsley, S70 2AS
Great Britain

tel (+) 44 01266 734222 / 734555

fire from everyone else. The French will have a fair stab at bollocking up your plans. Shell holes will remove trenches, OBA may arrive, and French units will rush up the Hill. It gets complicated. If you have to risk advancing through OBA the assault option becomes less attractive. Some of your assault troops may be drawn into opposing advancing French troops, and advancing CX against the CC14's defenders can prove costly. If it works, there is a good chance of inheriting a MMG, a couple of trenches, a few prisoners (?) and a strong defensive position, which the enemy must attack. Even if the opening attack is successful, a fierce counter attack can be expected to drive you off the Hill. You will still be Victorious if the French are

not inflicting enough casualties on you.

Plan B might incorporate a slower developing attack on CC14, but is primarily concerned with slowing the French advance up the Hill. A line of trenches in BB17, CC18, AA18 & Z18, with four or five squads and a lions share of the support weapons, stiffened by a commissar make the easiest way onto the Hill. This position needs further support on its Southern Flank, perhaps another two squads in FF15 & EE16. Anti tank defence will probably be just a pair of Bazookas or Mortars, if you want the RCL you need to sacrifice a squad. These frontal positions cannot oppose the French independently, as soon as possible they should be reinforced by units further East. There are

some reasonable counter to this idea. Scenario rule placed Shell holes could transform some Trenches to, well Shell holes, with a loss of TEM and greater weakness against Artillery. The CC14 Garrison is likely to hold out and can even make its presence felt. French OBA has a fairly easy target. Most worrying of all is the prospect of a firefight between your best six squads and a larger French force.

The third way maintains a threat to CC14, contests the French advance up the Hill, and seeks to conserve numerical superiority by slowly trading units for French ones. FF15 & EE16 will probably serve as a small brake against the climbing units. The rest of your forces will be in position to shoot up CC14, from positions around EE12, FF12. It still makes sense to hit CC14 with Shell holes, if you are lucky a blaze may develop. This makes the capture of the hex or rather its control very difficult, the trade off being the extreme difficulty the French face in assaulting your other positions. This idea has some weaknesses. Leaving CC14 to the French will encourage him to concentrate on breaking, reducing and ultimately killing your units. The flanking position at EE16 & FF15 can be lost, if it is the French start to fight on better than equal terms. In most games I'd go for an assault on CC14, if winning was more important the defensive approach probably has a better chance most of the time.

Which ever defence you select make sure you personalise it. Allocate squads within the set up limitations as you see fit. Judge the best spot for each support weapon, each leader, and think about what type of squad will do the job best. There is tremendous scope for variation enjoy this part of the game. Be a bit careful about minutiae, a loss is unlikely to be traced back to that big error where you placed a 3-3-7 in a spot that should have held a 3-4-7 is it? Generally it is a good idea to avoid stacking, or grouping closely together until the OBA has been resolved. I'm not sure there are enough trenches to help the reinforcements up the Hill.

A few quick ideas. There will be times when Voluntary breaks will help you withdraw, with a fair prospect of Commissar assisted rallying. There is no need to be sentimental about machine guns, particularly when you have shots at adjacent moving units. A similar idea applies to Bazookas & the RCL, if no tanks are targets have a swipe at CC14. Try for star shell, particularly to support attacks against climbing Frenchies. Stay alert for possibilities, a concealed unit might get a chance to ambush a known squad, a reasonable trade most of the time. Watch out for being pushed slowly off the

Hill. If your troops are alive but not on the Hill the French win. If you retain a careful note of French losses, and your won, you will have an idea how close the enemy is to a 2:1 advantage. Including the turn two reinforcements you have 18.5 squad equivalents. The French have seventeen, a cheerful thought is he needs to kill ten squads for no loss for a win. Wait till the shooting starts before you declare that unlikely.

If the French are chopping your troops to bits, and easily in sight of 2:1 ratio of squads, a desperate drive against CC14 may help. Human wave has its uses, against broken units it can be a winner.

This is a long scenario. There is time to slowly develop an attack on CC14, there is enough time for a slow grinding, relentless attack by the French. Seek to impose delays when you can, watch the clock carefully. If you gain CC14 you will be wishing the turns away, and expect a massive French effort in the closing turns.

It is very difficult to take CC14, or even keep the French off the Hill for several turns. If you conserve your forces you should win, if the French are reckless, unlucky or cautious you will earn a win.

French Set up & Attack

The mission objective is to control CC14 AND (repeat AND), have at least a 2:1 ratio of good order squads equivalents over the PAVN on Hill hexes. Worth noting Hill hexes include level one or higher. This is a pretty hard task. You start with control of CC14, and should be able to hold it against anything less than an all out effort by the PAVN. If it does fall, it is reasonable to expect some PAVN casualties during the assault, and highly probable you can retake it. The really tricky bit is achieving that 2:1 ratio. It means you must kill PAVN troops at a much faster rate than your own are eliminated. This is going to be real interesting.

Enemy forces present a real challenge. The biggest threat they present is sheer numbers eighteen squads and an RCL crew is a lot of folk. Barring some pretty amazing Leader/Hero creation the only way you will outnumber this force is to kill an awful lot of them without losing as many of your own troops. Most enemy troops will be entrenched, & concealed. To win you must subject them to a series of strong attacks to reveal, break, reduce and ultimately eliminate them. A complicating factor is the likely appearance of a pair of commissars. They are first rate ralliers of troops at Night and generally stiffen morale. In general PAVN troops are highly resistant to low odds IFT attacks, and even OBA. In close combat they are even stronger. In close combat the PAVN have a disadvantage in terms of raw combat factors.

As stealthy troops they really do have a startling advantage when rolling for ambush. The -1 modifier received by stealthy troops allows them to ambush on ten rolls out of thirty six, compared to only three for normal troops. At Night the attacker gains further advantage under rule E 1.77. This offsets any odds advantages, it is unlikely an even trade off of units will be achieved, and you should fall far short of exchanging units at anything like the favourable rate you need for Victory. In brief the enemy is more susceptible to fire combat and other IFT attacks than close combat. On turn two three 1st Line rifle squads enter, killing them or keeping them off the Hill would be helpful.

French infantry are generally better quality than their opponents, with higher morale, firepower and better range. They have a reasonable allocation of support weapons and some pretty decent Leaders including a 9-2 & even a wounded hero. In addition there is a strong promise of two 105mm fire missions, and a pair of tanks plus another three squads entering on turn three. You also benefit from a special Illuminating round under Standard Scenario rule DBP 19, this has the potential to catch the PAVN reinforcements running in the open and set them up for a bit of 105mm OBA.

Two Chaffee tanks have enormous potential. PAVN anti armour units are scarce and to be honest a bit feeble. More of a threat are mechanical reliability, mud, and the lower breakdown number of the main armament. These risks are small, and can be minimised by remaining in motion until you arrive somewhere useful, and only firing when you have a realistic prospect of a worthwhile hit. On the bright side, bogging or even becoming immobilised actually on the Hill with a line of sight to enemy units is not that bad. If you can shoot up anti tank assets with your Infantry, allowing the armour to return the favour with cannon & MG fire. At the end of the game the tanks crews count for Victory purposes, do not forget this, or even worse do not be reminded of it afterwards, on a number of occasions, by your opponent when you have just conceded a narrow loss.

Things are always a bit desperate when your game plan starts to include potential sniper attacks! Very desperate when you consider both sides have a SAN of three. I would expect to roll for attacks on the IFT as the French more often than my opponent, and consequently cop for more SAN. Losing Mr. 9-2 would be a blow, but any other result is almost shruggable. A broken squad will almost certainly rally, a pin result is of little consequence, whilst a dead or wounded Leader is more inconvenient than devastating. Against the PAVN the results are more

decisive. Losing a Leader particularly a Commissar will help you, a pin result can strip concealment paving the way for further fire attacks or helping in target selection.

You can rack up opportunities for SAN by cunning use of OBA. A concentrated fire attack can cause casualties, and generate SAN, more often it will strip concealment or call for some order of morale check. Harassing fire is less deadly, not deadly at all against trenches, but covers a wider area, very useful for big clumps of units in shell holes or fingers crossed Hammada hexes. With only two fire missions and the possibility of even less you should not expect too much from your Artillery. The first decision is selecting a West edge board hex for your off-board observer. The choices boil down to North or South of the Governor's house. I think South is better as it gives a clear view of the southern half of the Hill, and the easiest covered approach for the PAVN reinforcements. Having drawn a black card, decide if you want to hit the PAVN now or wait for a better chance later in the game. I'm a big fan of using it now. Any damage caused is worth more on turns one or two than later in the game. That said always do what fits in with your own personal plans or specific circumstances during play. A decent target should be the 75mm RCL and crew, to be effective they must start outside of a Trench or building, you should be able to guess where they are, then land some 105mm shells on top of them. If you are wrong, at least some other unit will be on for a kicking if you get it right and ice the crew its a nice result. PAVN infantry even the ones coming from Stone age Villages without electricity can operate a 75mm RCL almost as well as its usual crew, and better than your own troops. If the original crew dies it can be replaced, bringing units out of trenches and into the fire of your troops. Enjoy any damage the 105mm guns do, this can be variable but should amount to something.

If you have already played scenario eleven the terrain should be pretty familiar. Again you face the prospect of climbing a dark, muddy, Hill in the rain before a desperate fight for control of key terrain. This time around you are on the attack, and benefit from a deal less cover. Both sides benefit from player sited shell holes under Scenario rule 4. Hostile shell holes will be used to complicate the defence of CC14 and its surrounds, or to try and create blazes. Your own can be directed at enemy trenches', used to create gaps in the wire or improve the TEM of open ground. There is an element of blind luck in this phase of the game, try to pick a decent initial target, surrounded by hexes that are acceptable spots. There is nothing worse than landing your own shell holes on the

heart of your position. On completion of placement give some thought to how the terrain changes effect your plans. An obvious example would be if CC14 is under a flame counter defending it needs a rethink! Generally you can put a positive slant on any location, if the CC14 flame becomes a blaze it will provide illumination, making the assault of CC14 easier for both sides, and easing the tracking down and elimination of enemy forces.

Rain & Night visibility are certain to change during the game. At short range rain is not too much of a problem. If heavy rain kicks in, this does help the PAVN defences just a little. A NVR of two is a bit short, ideally an increase in range would help, generally NVR falls as the game progresses.

So whats the plan. PAVN set up can vary between a deep defence, offensive set up to take CC14, or an aggressive stance against your troops climbing the hill. As the PAVN sets up first you should get an idea of which strategy he will use. Although you should not surrender the initiative, you can exploit any weaknesses in his set up to your advantage. A good start would be a tight group of tall PAVN stacks, in trenches, soon to become shell holes and later to be hit by FFE.

If an attack on CC14 threatens organise the defenders to exact a high cost on the enemy. A squad and MMG starting in the Cellar of CC14 with adjacent support in trenches is hard to take quickly, even after Shell holes arrive. Other reverent onboard troops must decide whether to aid their comrades or concentrate on killing PAVN before a deferred assault on CC14.

If a defence in depth is on the cards, defending units in CC14 might be able to take an offensive role. You need to push up the Hill, working your way quickly into the defences. Most of the damage will be caused by IFT attacks from your Infantry, a little more from OBA, & very little indeed, if any, from close combat. Early on you will be frustrated by enemy units breaking and falling back just one hex to be rallied by a commissar. By inflicting double break results you really hurt an enemy who cannot recombine, and who generally loses a lot of firepower when casualty reduced. By keeping the number of targets down to two or three a turn you should be able to hit with a number of attacks, some with a good chance of a morale check. Teaming the 9-2 with one or both machine guns threatens very serious damage, effectively negating Trench TEM. Kill what you can ,then push up against broken units, close combat against a broken unit is attractive, be careful it doesn't leave you adjacent to a concealed PAVN MMC with a support weapon & lots of friends nearby.

If the 98th are strongly opposed you your climbing the Hill, engage in a fire fight. Use your reinforcements & Artillery to good effect gradually driving up the Hill killing merrily as you go.

In daylight scenarios organising your troops into platoons helps. At Night this is also true, perhaps more so. With a lot of concealment counter in play it is helpful to know the positions of troops, support weapons and Leaders within an area. You can take this a step further by mixing different types of units in each platoon, or keeping them more homogenous. There are many ways to do this. a simple idea splits the eight squads into three platoons, perhaps with the three Para squads, and all the LMGs' plus Mr 9-2 in one, a deployed squad and two mortars plus a squad and MMG led by Mr 8-1 in the second, everything else in the Third. Nothing is a totally wrong, just avoid big stacks, and multiple Leaders in a hex.

As the tanks and rest of the Infantry arrive, push them up the Hill, very, very quickly. Fate will play its part in the success of the tanks movement. Once they are on the Hill they count for a half squad equivalency each, if they get closer to the enemy grand.

Time is not on anyones side, given a choice a longer scenario and a more cautious attack would suit you better. Every turn you need to make some progress up the Hill, every turn you need to kill, break or at least reveal some enemy units. All the time you must keep your own casualties down.

Control your blood lust, winning a few firefights them a wild charge risks a lot, close combat is always risky and the odds are really against you. That said, maybe once in a while you will have a chance to charge and kill a whole mess of broken PAVN units, think it through before you do this.

A rosy picture of the attack would be a series of short range firefights, killing some units, & pushing a frightened and growing herd of broken units ahead of you, driving them down the Hill. In the last turn a broken unit that cannot be rallied is not a threat to you, units that cannot reach a Hill hex are also of no consequence. Rallying your own broken units is more use than a slightly modified fire attack, plan the actions of you Leaders carefully.

A few quick ideas. There is a good chance you might be able to blag the balance in this one. A 57mm RCL is less effective against armour or Infantry targets so ask for it. Trenches are neutral. Once inside the PAVN trench network you gain TEM and good rally terrain. Some support weapons, notably Bazookas, Mortars and RCL are not subject to captured use penalties, once you have recovered them. Avoid taking prisoners, you are short of the resources to guard

them. Have fun with the DC first chance you can, or save it for use against CC14. Expect the result to be close, you can do a superb job as the French gaining the Hill & CC14, Killing a lot of PAVN and still lose.

Conclusion

There are some similarities between Cattle Drive & Death by Pale Moonlight, both are complex scenarios taking place at Night in fairly atrocious environmental conditions. For advanced players these are challenging scenarios. For the rest of us, against equivalent opposition they should be good fun.

I prefer Death by Pale Moonlight, but would happily play either side in either scenario as a friendly game. Looking at the OB and Objectives you might think the game over balanced in favour of the PAVN. This view will change once you start rolling dice and the awesome French troop quality and fire power goes to work, helped by Artillery & armour support from the Chaffees.

scenarios are not your bag this probably is not the scenario to cut your teeth on, even so it might be worth a blimp at the map, and set up instructions to appreciate this important part of the Dien Bien Phu Campaign.

French Set-Up

Your mission is to prevent the PAVN gaining control of either Elaine 2 or 4. To contest control Elaine 4 you must retain control of either the J18 rubble hex or J19. On Elaine 2 all three rubble hexes must be controlled for a PAVN victory. For fires in rubble caused as a result of shell hole placement, control of the majority of adjacent hexes leads to control for Victory purposes.

A good eye for terrain helps to plan your defence, whilst an understanding of the in play environmental conditions helps appreciate some of the difficulties the PAVN face. Being uphill is nearly always advantageous. Movement uphill costs more MF, made worse by mud. Before shell holes arrive some wire is available to impede the PAVN advance. This is very helpful on Elaine 4, in some places the Viets are faced with three lines of wire, each with a two factor trip flare (SSR15). Up to six wire hexes may have been recorded as the PAVN as containing trail breaks under Standard Special Rule 14, slightly weakening your defences as wire is critical to the defence. If it can be gapped by shell holes, bangalores, and trenches, or made permeable by trail breaks the PAVN passage up the hill is easier. If you can contest rapid movement & inflict casualties as the PAVN climb you move closer to a win. Wire doesn't always help. If you plan on shifting forces between Elaine 4 to Elaine 2 you will find it very inconvenient. Climbing up and down a muddy hill, on a rainy night through up to six wire hexes will take time.

Of some interest are the brush hexes, particularly in areas in front of your positions. By judicious use of your shell holes you may be able to place a flame in one or more brush hexes. There is a chance of a blaze developing, and a very real possibility of the blaze spreading. This has two effects, firstly some additional illumination is provided, secondly a blaze is impassable. If you can spare a "shell hole" for a bit of fire starting fine, balance this against other uses.

Worth a mention are the printed Trenches. One in FF7 looks very useful as a starting point for a PAVN attack. Further trenches could be placed to create a gap in the wire. You cannot stop this happening, but can make the attack slightly more difficult by adding a shell hole or two. A blaze in nearby Brush makes things more difficult for the attacker.

On Elaine 4, the level four hexes must

be of paramount importance. To reach them the Viets must move uphill, at least two levels. On Elaine 2 most enemy units will start at level 0, needing to climb four levels to reach the cluster of rubble that is key to controlling the Hill. The tougher climb is certainly Elaine 4, even without French opposition climbing it is not easy!

Most Night rules are in play, some of the missing rules help you, other hinder. Amongst the good news you have freedom of movement, and the NVR is an initial 3 hexes, not too bad given a lot of short range battle is expected. No units can start the game hidden, I think this hurts the PAVN more than it effects you. Mud increases movement costs, weakens HE attacks, makes further trenching more difficult. Rain provides a LV hindrance to long range fire, which is more significant for Heavy rain. It can stop & start raining several times during the course of play. As you can expect to be relying on fire combat more than your opponent, an end to rain suits you better.

Scenario rule 5 places a crater in EE12, formerly a bunker. No troops may set up adjacent initially. The hex may only be entered or exited by minimum move. Avoiding the crater makes a deal of sense, but it and its immediate surrounding create a possible route in for the PAVN.

Brushing up on flames & Blazes is worthwhile. Mud provides a -3 modifier to kindling and spreading in all burnable terrain other than buildings/rubble. With a wind from the West fires will be more likely to spread in that direction. If the Wind intensity increases, Blazes will spread East, mostly to your advantage, unless the Wind direction changes. Gusts add a bit of interest in that fires can spread to non adjacent terrain. Section B25 of the ASLRB covers FIRE in a fair amount of detail. If you are familiar with the rules great. If not, brush up before play starts, and by the game end you will have added another useful wrinkle to your knowledge of the game. Blazes are very significant in that they block movement and provide illumination with a radius of two hexes for Brush four if you torch a light Jungle hex. Worth remembering the is no certainty a flame will become a Blaze or that a blaze will spread. Factor the probabilities into your plans, and make the most of any fire related opportunities that arise.

The first thing you might notice about the Enemy is there are an awful lot of them! Thirty three squads, five crews, & eight Leaders. Troop quality is generally high, ELR 4, with a fairly equal split between first line & elite squads armed with SMGs or rifles. Other bad news includes a generous support weapons allocation, twelve machine guns, four bazookas, four DCs, a pair of

DBP13 In the Shadow of Bazielles

This is an important Night action featuring a strong attack by the PAVN to seize either or both, Elaine 4 & Elaine 2. The burden of clever strategy falls on the PAVN whose impressive resources face a more difficult challenge than they might expect. The French have problems of their own, aside from a developing shortage of ammunition, a massive mine has just exploded eliminating one position and shaking the defenders nearby.

If you enjoyed "Cattle Drive" or "Death by pale Moonlight" you will like "In the Shadow of Bazielles" even more. If Night

THE TRENCHES



82mm Mortars, another pair of the lighter 60mm Mortar, a 57 & 75mm RCL, three Bangalore torpedoes & a 12.7mm HMG. This is a lot more kit & people than you command. PAVN Leaders will likely include a number of commissars, at most four. These are superlative at Night, quickly rallying broken units, and not hunting any that do not rally. Tucked away in the mass of leaders is a scary looking 10-2. Further bad news, the PAVN squads are stealthy and able to use H to H combat when successful in ambush or attacking. Given the numerical advantage the PAVN possess, it would suit them very well to exchange or even two squads for one of your own in close combat.

Obviously this is a strong force, even so it does have some weaknesses. The most important is the separation between the two PAVN forces. It is difficult, or at least time consuming to switch troops from one Hill attack to the other. I think this forces the PAVN to commit troops on turn one to the objective they will attack. Another potential weakness considers the firepower of PAVN troops. Certainly the sappers and elite squads have decent firepower, that can often be supplemented by a LMG. First line rifle & SMG squads, a just a tad weak. This becomes more of a problem when firing at concealed targets or using area fire. Long range shots from 1st line rifle squads at concealed targets are ineffective unless an MG is involved. Anti tank assets are limited, a pair of Bazookas plus an RCL in each sector, backed up by the fire from Mortars. Some times the Chaffee will burn, other times "Bazeilles" will be still firing at the game end.

Do not underestimate your enemy, being out numbered by roughly two to one is serious. With skill & some luck there are just enough Viets to take both positions. This can only happen over the dead bodies of your own troops.

On Elaine 4 you start the game with a slightly reduced Colonial parachute Battalion. Well led with a mortar, two LMGs', two MMGs', & (whoopee) a .50 HMG. Even allowing for Ammunition shortage this racks up to some considerable firepower. Teaming the HMG with the 9-2 or 9-1 Leader should worry your opponent. You receive enough wire, Bunkers, Sangars, & trenches to create a strong defence around the Rubble in J18 & the adjacent Hill on J19. An ELR of five is expected, even this late in the Battle, whilst the squads higher broken side morale will help. this force does have some weaknesses. Before play starts, it can be hit by up to ten shell hole placement attempts. Bunkers will survive but trenches, Sangars & wire will be replaced by shell holes. Ammunition shortage is harsh. Para squads will be replaced by 4-4-7 second line squads, on

a 12 DR. This happens on average once every 36 rolls of the dice, subject to luck. You could suffer replacement maybe once every other player turn. Losing a HMG on the first shot is particularly frustrating. By all means whine, I certainly would if I lost the HMG and its manning squad reduced on the first shot of the game, but accept this as part of the scenario design. If ammunition shortage were not in force then the size of the defending force would have to be reduced.

A similar company sized force starts on Elaine 2. A rather nice addition is the 75mm RCL, deadly firing HE. These troops receive support from "Bazeilles", a 4 IFT CMG invulnerable to small arms fire, and not subject to ammunition shortages. In addition to OB given fortifications, the BEP or Legione paratroopers benefit from up to three hexes of wire and a similar or greater amount of muddy hill between them & the PAVN. The absolutely grim news is contained in Scenario rule 6, all your Infantry on Elaine 2 must take a morale check prior to the start of turn one.

This really is a blow, particularly if you speed read the scenario card, before smugly picking the French and missed this vital rule. With eight morale troops the majority of your forces should remain unbroken. I calculate the odds of a failed morale check as ten rolls in thirty six, with a further five ways to roll eight for a pin. A reasonable amount of damage would be a broken leader and two or even three broken squads. More than that would be unlucky, less and you are in a stronger position than expected. Extreme results can happen. Boxcars will reduce a squad, eliminate the crew or wound a Leader. There is an equal chance of Heat of Battle, if you are spared disruption or berserk status, Battle Hardening and/or a Leader would be amusing. I'm guessing any troops that take a morale check would lose concealment. Making your six concealment counters obvious dummies'. If concealment is only lost if you are pinned or broken, then any dummy stacks become more useful.

Accept your fate. After you have finished rolling dice, appreciate the effect of any broken units on your defence. Even a hard driving PAVN defence will take two or three turns to reach you. With two or three Leaders, and possibly self rally attempts you should be able to round up some broken squads and rebuild any gaps in your defences. You should not lose too many units due to SR6, the real loss is not having as much fire power to throw at Sappers or advancing PAVN troops.

Set up is split between the two Hills. With sequential set up you have no real idea where the PAVN will choose to attack, other than the obvious fact that one or both hills

will be assaulted. On Elaine 4, you can start adjacent to the PAVN set up area. This is probably a bad idea. There is a very real vulnerability to being hit by massive IFT attacks then swarmed in close combat. Losing a squad so easily on turn one would be a blow & doesn't seem necessary. You options include a linear defence or a hedgehog or point defence of J18/J19. This really does come down to personal style. To help here are a few ideas. A trench in J19 is a fair idea, as might be trenches adjacent to the rear of the level four Hills. You don't want to give the PAVN an easy way up the Hill, and captured trenches can be used for that. Bunch the wire together, probably for use on level two, or at a pinch three. Alternatively go for crucial gaps in existing wire, say D16 or F17 for example. Organise your troops into small platoons, of three squads a Leader and one or two MGs'. deploy a squad to man the mortar and probably the HMG. Using Pill-boxes as Bunkers, can be a fair idea, if a shell hole strikes you can still use the Bunker which generally provides better protection than a shell hole.

With your own shell holes you can try to start fires in strategic locations. Hitting J18 strikes me as absurd, but woods or Brush on the flanks of Elaine 4 might just work. Try not to create gaps in your own wire, or create cover for the Viets.

If a determined PAVN attack comes your way you may need all your resources to face it. If the enemy engages in an all out attack on Elaine 2, it may be possible to render long range fire from the mortar & HMG from Elaine 4. All fire will be at fairly long range, but should help the defenders a bit.

Elaine 2 is tough to defend. Very tough if a number of units are broken, and the fortifications badly effected by shelling. Organising your troops into platoons is more important as you half expect early damage to some units. Although you can easily spread out across the Hill, picking three spots to defend with small platoons may be a better idea. A platoon in or adjacent to CC14 is a good start. Two trenches in BB14 & CC15 beef up the defence, another trench in CC16 gives easy access to the Hill, unless either it or the connecting trench in CC15 is destroyed. A second platoon around EE14, in two or three trenches plus a Bunker, is reasonably strong in defence but not too aggressive. An alternative spot could be the rather exposed GG11? or a short line from AA14 to CC13. With only eight squads to position and the expectation of some broken units at the game start keeping the defence down to two main positions might be a air idea. Half expect key units to break, and calculate if you can reoccupy their positions before the

PAVN gain the Hill or whether a tactical withdrawal is more sense. Make use of the Tank whilst you can. "Bazeilles" offers some valuable fire support, if the PAVN attack it in strength it will buy time for the rest of your troops.

A few quick ideas. If either Hill is not under attack, try to give some long range fire support to the other Hill. Make a serious effort to gauge the PAVN strength. Count stacks, and try to estimate what's where before it become known. Catch troops on the wire if you can. Go for break results if hard pressed, KIA or K results when you have more choice.

Most important. Remember the Victory conditions. If you lose control of one Hill you have lost. Enemy casualties alone will not guarantee Victory. There is no French Player turn Eight, so any desperate dash for control must take place in turn seven. Make use of intensive and sustained fire when you are in danger of being overwhelmed. A fair idea is FPF (final protective fire), I use this a lot, at times it can save you the effort of a voluntary break later on, and gives a decent fire attack.

Most likely the PAVN will attack both Hills. Half expect to slaughter them on Elaine 4, a tougher fight on Elaine 2 which should go the distance. If you lose blame SR6 even if it didn't hurt you badly!

PAVN Set up & Attack

To win you must control either the Elaine 2 or Elaine 4 strong points. Controlling the three rubble locations on Elaine 4 earns you a win. Control of the rubble in J18, and the adjacent level four Hill hex J19 earns Victory on Elaine 2. There are no immediate Victory conditions so you must control one of the strong points at the game end to win. This allows for French counter attacks up to turn 7. Have a long hard look at the Control conditions defined in the ASLRB. A snagette is the definition of a good order unit. Troops in melee are not good order so cannot gain control of a building, this is good if you are holding on to some rubble in a desperate fight, but no so good when trying to clear the Frenchies out of the Governor's House (CC14) on turn eight. ASL is a hard game, if you lose it on that final close combat other players' will sympathise, if your opponent is a gent he will too. The difference between a good and great player is ensuring your Victory is not down to that last die roll.

The most significant obstacles to your Victory are the French. On Elaine 4 the 5th BPVN (Vietnamese Parachute Battalion), are in company strength, with a good allocation of support weapons and three Leaders. Nine Elite paratrooper squads with an ELR of five, plenty of trenches, pill boxes, wire and even

a few Sangars is a bit daunting. Very worrying, the Browning M2 .50 HMG, in real life this fires finger sized bullets, in ASL it uses the 8 IFT table & a ROF 3. Teamed up with the 9-2 Leader & a Para squad in a trench, rubble or pill box this is a tough nut to crack. There is some good news though. The French are subject to Ammunition shortage. In the event of a box cars roll I think Para squads would become 4-4-7, or be replaced by two broken half squads? Either result is useful. Support weapons have lower breakdown numbers and are eliminated on a DR of 12. These results should not happen too often, maybe three or four in the course of a game. Exploit any advantage that arises when you are lucky.

On Elaine 2, you face a company of the Legion Etrangere or Foreign Legion, one of the hardest units in the World. In addition to a good selection of support weapons and decent Leadership, the Legion is supported by a 75mm RCL, & an immobilised Chaffee with disable BMG & main gun. The French receive a mass of fortifications and a very strong initial position. Now for the good news, and quite a bit of it. Only eight squads guard the Hill, with the tank 7 gun crew. All French Infantry are subject to ammunition shortage. You receive Shell holes, of which more later. The best news though is Scenario Rule 6, which requires all infantry units to take a morale check before play starts. Two or three squads should break, giving you an easier time climbing the Hill.

The Chaffee is immobile and partially armed. Unfortunately it is right in the way of a gap or weakness in the wire defending Elaine 4, destroying it would help. As the Chaffee is immobilised there is an opportunity to hit side armour, creating a very real chance of a burning wreck. The M24 side armour factor is three, compared to kills of eleven for a Bazooka 45, twelve for a Bazooka 50, and thirteen for the 75mm RCL using HEAT. If you hit turret armour the armour value rises to six, still killable but unlikely to burn. Killing the tank is helpful but not an objective in itself, it becomes pointless if the last remaining MG malfunctions or becomes disabled, but by all means try to kill it if you want to.

Your anti tank assets have other uses. RCL & Mortars can fire HE at Infantry targets as well as the Tank. The Bazookas can be used against troops in rubble or Pillboxes/Bunkers with the Bazooka 50 having a respectable 12 IFT attack.

Set up instructions commit your troops initially to two main groups. One is positioned to attack Elaine 2, the other Elaine 4. I could easily be wrong, but I do not think there is enough time for units in one area to switch to an attack on the other Hill. Each

attacking group is nearly the size of two companies, sixteen or seventeen squads. Support weapons are plentiful with each group getting an RCL and two Mortars, a 60mm & 82mm. The Elaine 2 group cops for a 12.7mm HMG on a tripod mount. ELR is a very good four, all your troops are Stealthy, and range from 1st Line squads up to Elite, including some Sappers equipped with Bangalore Torpedoes.

Leadership is splendid. One group receives a 10-2 (!), and you have the option for exchanging up to three more leaders for commissars. Eight leaders, three of them with negative modifiers is not at all bad.

Each group starts with two DCs'. Options include using these pretty conventionally, or trying for DC heroes. DC heroes can target fortifications guns or units, against broken units they can be very deadly. At the very least a DC hero will draw enemy fire. It seems a waste to use them early in the game to clear wire, perhaps they are best suited to a role in an assault on a stubborn French machine gun nest.

Bangalore torpedoes are here to create gaps in wire, they are not effected by Mud, and qualify for a -3 DRM. A modified KIA result removes wire. Standard special rule 14, allows the pre recording of six printed wire hexes as having a trail break. This reduces movement costs at an increase in vulnerability to fire.

Given the need to conduct a rapid assault removing wire by clearance attempts will likely not be practical. Given the masses of wire in play, using some of your shell holes awarded under Scenario rule 4 to create gaps should speed things up. Key decisions are how many shell holes to allocate to each attack, and how to use them. If Elaine 4 is your target, you should be able to place a flame in J18, and flatten a few defences nearby, as well as gapping the wire. Alternatively an all out assault on Elaine 4 could benefit from burning rubble and well gapped wire. Plan your attacks first, then give serious thought to how to use your ten shell holes. Place them one at a time, and take account of the success or failure of previous placement attempts, and any developing suspicions about French dispositions.

Most of your troops are pretty decent, nearly half are Elite, and all are stealthy. A very slight weakness is low firepower. First line Rifle squads are 3-4-7s', not too bad close up, but pretty useless beyond inherent range. One idea is to use them as weapons crews, guards for prisoners, and to draw French fire, easing the movement of your better units.

Your troop forte is close combat, specifically Hand to Hand. Initially you outnumber the French two to one, which gets better

if you can earn a near equal exchange rate in close combat. As you are stealthy, you have a very good chance of an ambush, excellent as you may kill a unit before it can conduct its own attack. At Night ASLRB E1.77 allows the attacker to ambush the defender when the dr is only two less. Pushing your troops into close combat should result in a win.

Doing damage by fire combat is not too easy. With four mortars you can steadily pound a target, and eventually expect to do some damage. The small 60mm mortar hits on the 4 IFT column, effective against troops in shell holes & sangars, less so against higher TEM. The 82mm has bigger teeth, an 8 IFT attack, worth trying against troops in Pill boxes, Trenches or Rubble. Given the long range of Mortars, one idea is to position them to give fire support to either attack. An obvious use for this tactic is to reinforce success, less often a bit of fire fighting against a key obstacle to progress.

An attack on Elaine 4 faces a lot of enemy troops, some wire, & at least a short climb. On Elaine 2 it is reasonable to expect to face some broken units, and a generally weaker force. Reaching the summit is not going to be easy. Moving uphill in mud costs 3 MF, with an additional 1 MF for elevation gain after rain. Add wire to the picture and even without the French progress is going to be slow. Gapping the French wire is important, it also pays dividends to start as close to the Hill as possible. Use some of your Trenches (or shell holes if the French hits them), as launch pads for your attack. If you gain a level in the Advance phase you become CX, not blinding news, but necessary to gain momentum.

Whilst you are gaining altitude the French will be merrily firing everything they have at your leading units. Fingers crossed, you would like a few SAN results, or the odd Box cars, high rolls generally are good enough. Once on the summit, or at least level three the contest becomes more even. The French will still have the advantage of better fortifications, but numbers will start to make a difference. Fire support from any of your MGs', RCLs, & Mortars will help.

The next problem you should face in either attack is gaining a Level four building hex. This has got to be either an Advance or minimum move and a risky proposition against any real opposition. The best way to gain a level is to use a captured trench connecting to another trench. Not so easy during play, it remains a possibility.

Must of course mention Night. Well its dark, with visibility limited to 3 hexes, and likely falling as the game progresses. You can target gun flashes, and to a limited extent use Star Shell. Leaders have a better than

50% chance of placing a star shell somewhere, squads, a pretty dismal one in six. Chances are pretty slim, but with the hordes of Infantry you command, you should be able to place enough to light up part of the French defences.

So how to launch an attack. Well a broad outline has been given above, but delving a bit deeper we can look at overall planning and even some specifics. The first choice is which Hill to go for or whether to try for both. Much of this choice concerns style, plus an assessment of how badly the morale check under SR 6 has effected the Legionnaires. I think there is a strong case for attacking both Hills initially, later switching fire support to the most promising attack if one thrust has been totally crushed by the French.

That said the first choice is how to allocate Shell holes. I'd probably start by trying to gap the wire on Elaine 2, then chance my arm to place a flame in one or more rubble buildings. If you target BB14, you have a 5 in 12 chance of a flaming bit of rubble. If you can calculate the best spots for initial placement great, if not, try to be lucky.

On Elaine 4 split your troops into a fire and manoeuvre elements. First line squads make good crews, and can man two MGs or an MG & a 60mm mortar if they sacrifice their inherent fire power. At longer range that 1 IFT attack against an entrenched unit in the dark is not going to make a lot of difference, compared to holding back a squad from the assault. The 9-1 Leader can command this small group firing from a couple of adjacent trenches. G14, G15, & H14 look good to me, pick another spot if you see it as having greater potential. Long range fire from the machine guns onto Elaine 2 probably isn't worthwhile, but mortar shots can work. The 82mm Mortar should be close by, I think it can emplace, but a shell hole is good enough. Finding a spot for the 57mm RCL is trickier. It cannot be effective from a trench & its back blast argue for keeping it away from other troops. If you can't find a good spot, stay away from daft ones, K12 is pretty harmless, and can hit J18 once or twice. If some tempting bunkers are within sight have a bash at them. The assault force should be given the remaining trenches, all the LMGs', Bazookas and remaining Leaders. Even if not faced by wire forwards movement might not be a good idea in the first couple of turns, perhaps a few fire attacks is a better start. Start working forwards as soon as you can. move quickly if the enemy is collapsing, be more careful if he is largely unaffected by your attacks.

At some stage you will either be winning, in with a chance or completely blown

out on Elaine 4. If you are winning or doing well, press on. If suffering, stay aggressive. Set more limited objectives, seeking to help the Elaine 2 attack. For example, try to draw French SAN attacks. Attract the attention of French Mortars & MGs to draw them away from opposing your main attack. At the same time more your Sniper counter well onto Elaine 2, and give what fire support you can.

On Elaine 2 your set up benefits from some printed trenches ideal for mortars and any MG support group designated to provide long range fire support. A slight glitch is the brush in EE7,EE8 & FF8 if this ignites smoke will restrict line of sight, and blaze will destroy any weapons that are not relocated. Your assaulting force can start in trenches. There is a lot to be said for a simple line of trenches along the base of the Hill, under gaps in the wire. If illuminated, assault moving some troops gains ground, more can push forwards in the advance phase. Use trailbreaks against unbroken wire, Bangalorees if possible. Gain ground where you can. At Night, shooting at units under desperation morale is not as necessary as during day light scenarios. They do not lose DM automatically, so avoid shots that are really just being taken to try for SAN. If the French fire is largely ineffective, you should slowly gain the Hill. On the summit, you still have a lot to do, push hard, get into CC whenever the chance arises. If you can gain level three in strength on turn four, and start to attack the Level 4 Hills in turns five or six without too heavy losses you have a good chance of a win. Killing the tank is a subplot. Until you do this, you will be subject to a string of 4 IFT attacks. Chuckle if the MG malfunctions, try close combat if you are feeling aggressive otherwise use the Bazookas.

Climbing a muddy Hill in the dark, is pretty grim, being shot at whilst doing it is something I have never experienced, but imagine is unpleasant. It is possible to win by taking Elaine 4, more often Victory will be earned on Elaine 2. That said, I think you should consider attacking both Hills seriously. For the first couple of turns the French will have the upper hand, but as ammunition shortages kick in, and your lucky shots pay off, you will start to win.

Conclusion

If you enjoy multi player games, this is an ideal scenario for a three or four player fight. The fun comes from conflicting interests between players nominally on the same side. PAVN commanders will be torn between their own path to glory & helping their allies with long range fire or by assigning a platoon or two to the attack. The French face a different set of choices, particularly if the

Elaine 2 garrison fails a significant number of morale checks. Bickering could start with a discussion of where to place a teams shell holes. Enormously entertaining for the players and anyone nearby.

As a two player game, Shadow of Bazielles should prove a test of skill. Low cunning has its place, more likely Victory will be earned by carefully selecting a series of short term aims and achieving them. This could be a direction of successive attacking bounds for the attacker or a series of stop lines for the defenders. It might be possible to split this action into two separate scenarios each featuring a fight for a single French strong point.

Very often the result will be in doubt until the last game turn. Both players need a bucket of guts, the French need tenacious courage, the PAVN must keep pushing forwards up the Hill. For players who enjoy Night actions and monster scenarios this is a treat.



DBP14 The Last Day

The Last Day takes place on May 7th, hours before General De Castries called a cease-fire following the loss of the Elaine positions. If the Paras & Legionaires can hold the garrison will survive another day.

Expect a hard fought battle for Elaine 2, preceded by careful planning. Although French airpower makes a brief appearance this is essentially a ruthless Infantry fight for key terrain. At a pinch you could dispense with airpower and give the French the Handicapping provisions and still end up with a dandy scenario.

French Set up

Here you start with control of both level 4 Victory hexes J18 & J19, and all twelve Level three hexes. If you still control either the J18 rubble or the adjacent Level 4 Hill in J19 at the game end you win. Less likely, but still possible, if you control six or more level three hexes you win. As you might expect, there is a chance a flame & later a blaze may be placed in J18, which has important effects on control. In most foreseeable circumstances if the PAVN control J18, then most likely they will control J18.

There really are just too many enemy units. Discounting air support, your eight and a half squads are outnumbered by fif-

teen squads and two crews. Enemy ELR is higher than your own, and he has a slight edge in both the numbers and quality of support weapons allocated. Enemy leadership is comparable to your own, including one commissar and the option to receive another. If you give the PAVN the balance, an already impressive 9-2 Leader becomes a 10-3. Either of these guys can stay well back with a pair of MMGs' and hit you with a steady series of 8 -1 or 8 blind IFT attacks against troops in trenches, even deadlier against targets with lower TEM. Aside from two MMG, fire support is provided by a small 60mm Mortar, and a 75mm RCL gun that should be scarier than it might at first appear. The RCL has ROF, & hits on the 12 IFT table, over the course of six turns some hits and damage are expected. Quite nasty, but not quite as deadly, is a PAVN 12.7 HMG, a tripod mounted Anti aircraft gun, with ROF and a 6 IFT attack. Less of a threat are the two Bazookas, they can and probably will be used against any troops in rubble, or Pill-boxes for a 8 or 12 IFT attack. Four LMGs' are included to beef up assault units firepower. Their low ROF is not terribly significant, but just might be handy one or twice for keeping your units under DM without sacrificing a stronger attack.

DBP14 allows trail breaks to be recorded in any wire hexes including the ones you place at set up. Any remaining wire not hit by shell holes, can be attacked by the two Bangalore torpedoes placed by the Sapper squads (6-3-8s').

Enemy troops are all first line or better, mostly rifle squads, with a few SMG squads and the Sappers already mentioned. Even on the attack the PAVN is allowed to set up 10% of its OB hidden. As there is very little concealment terrain on the Hill, and no Scenario rule makes any other terrain concealment terrain, this is not terrible useful. It is unlikely anyone would hide a squad or even the RCL in the D13 Brush hex.

Good news is a bit short. In close combat your troops can hold their own, against rifle squads, whilst most of your troops are at a slight disadvantage against SMG/Sapper squads. For walking wounded a -1 modifier to enemy attacks & a +1 for your own suggest you should avoid close combat with anything stronger than a 1st line Rifle half squad that is preferable pinned, & CX'd or at least broken.

Ammunition shortage is in play, increasing the B/X numbers of your support weapons & potentially eroding the quality of your troops through replacement. I think your Para squads are replaced by 4-4-7s' under this rule. I'm pretty sure the Paras are still ELR 5 with underscored morale. The rest of your force is ELR three, not particu-

larly low, and not a major problem in a short scenario. The real weakness is the size of your force. Just eight and a half squads & four SMC. On turn on you have a large enough force, the problems come later when units break or are eliminated. Your support weapon allocation is reasonable, a HMG, two MMGs', three LMGs' and a 60mm Mortar. Less than the PAVN to be sure, but enough for one per squad.

Three of your squads are subject to Walking wounded penalties under SR4. They are weaker in close combat and have less MF, counter these weaknesses by avoiding CC, and concentrating on fire combat. Also avoid combining walking wounded and unwounded half squads, it degrades troop quality for no discernible gain.

On turn three air support, in the shape of a Napalm armed Hell diver arrives. This is a really nice counter, a line drawing of the plane is very clear and ascetically pleasing. I'm always pleased to see artwork rather than a silhouette on a counter, particularly for planes I've made as Airfix Kits some years ago. The Hell Diver was a US Carrier plane of WW2 Vintage, like most Yank planes pretty solid and dependable. In ASL it has a 16 IFT 20mm cannon armament & a payload of Napalm. Air support does go on a bit, but after a few die rolls you should be able to try and attack a single PAVN stack. There is a chance the 12.7mm gun will chance a few shots at you. The most likely outcome will be a pair of 16IFT attacks at the stack of your choice, followed by a 24IFT Napalm attack that is a bit like a flamer thrower & can cause smoke. If you are like me, resolving the attack will prompt a 15 minute interlude whilst you gen up on the Chapter E rules, and flip past caves & U.S Marine Corps stuff to G17.4 NAPALM. Be positive, if you ice a stack of PAVN the effort was worthwhile. There is a chance the attack will generate smoke as a result of a KIA/K IFT roll (a five or less). If you target the right stack the smoke will interfere with covering fire from PAVN units on Elaine 1. Any smoke will last for two turns, not bad on top of a KIA/K result. Better yet, any blaze is an obstacle to movement. If at all possible, avoid missing with both attacks, being shot down or worst of all mistaken air attack.

Fortifications are crucial, without them your troops will be more vulnerable to enemy fire, and the enemies' movement choices will be greater. The key to your defence is the Rubble in J18. A trench & probably a pillbox in J19 is useful, after that you have many choices. one idea is to cover the level three Hills with your trenches. The ones closest to the enemy can be crowned with wire, or the wire can be placed in a string

between you and the PAVN. This tight cluster has some advantages, the most attractive being you can reinforce a crumbling first line with your reserves until the PAVN moves adjacent. A weakness that effects all your plans is the shell holes placed under SR2. This can remove key defences, and even place a flame in J18. Luck will play a part. All placement involves an accuracy roll that may be followed by a scatter roll. Though bad luck J18 could be flaming and surrounded by shell holes & the odd Pillbox not trenches & the odd Bunker. Another minor worry is the movement bonus trenches give. They provide a quick rout uphill, saving MF and giving valuable protection. One idea is to abandon the front edge of the Hill and set up to cover the area with fire, or wire. At the expense of some fire opportunities this forces the PAVN to climb Hills rather than walking up trenches. Without a carefully placed shell hole any troops moving into I17 or say J16 can be hit by a series of attacks, up to three for 3 MF expenditure at -1 or -2.

A hedgehog around J18, should work very well, but if you want to try something more cunning, or even a simple linear defence that can work as well or better. As your troops are broken or killed you will almost certainly gravitate towards the level four hexes forming a block in front of the Viets. The game is not over if J18 is hit by a shell hole but I'd feel a lot happier if it wasn't!

During play take any reasonable shots you get. Your opponents SAN is low only 3, if you are rolling this at all often you should be doing all right. Your own SAN is a five. That is a high number. Expect a SAN every five out of thirty six rolls with a third of these leading to an attack. A break result, or a killed or broken Leader is fine, a pin helps a lot keeping a unit back for a turn in a scenario of only six turns.

Killing units always appeals. In games of short duration where the attacker needs to gain a territorial objective break results can be useful. This is certainly the case if the enemy routs back to his own trench line!

A few quick points. There are no prizes for unbroken support weapons. Use intensive and sustained fire whenever you are faced with an attractive target, or in the closing turns. Similarly, there is no casualty cap. Avoid CC right up till the point where you cannot fall back, then show the Viets you have been pulling back for tactical reasons and not through any lack of valour. Similarly, use Final Protective fire, at least sometimes, and on almost every opportunity on turns 5 & 6. Use captured weapons. Take no prisoners. Above all do not give up. As the green horde swarms over the Hill check the objectives. As long as you have J18, J19 or six or more Level three Hill hexes they can-

not win.

At the end of turn five, check if you could have won if you benefited from the Handicapping provisions. This can be a consolation if you lose on the next turn!

If J18 is hit by a shellhole and covered in flame, which later becomes a blaze, defence is more difficult but not impossible. Otherwise this should be really good fun. From turn one you will feel under enormous pressure, this should build during the game, reaching a crescendo on turns five or six. Whilst you are struggling, your opponent will be worrying about his own problems. Victory might go to the luckiest, more often the player who earns it by making fewer mistakes, exploiting his good luck, and minimising the effects of any unfortunate events.

PAVN set up & Attack

The most important factor in your plans must be time. This is a very short scenario only five and a half turns in which you must gain ground quickly. Enemy forces, fortifications, & terrain will delay you whilst moving too fast will also cost you dear.

Victory is earned by controlling both Level four hexes and six of the twelve Level three Hill hexes on Elaine 4 at the game end. Guard against a French counter attack that seizes a single level four hex, or retakes your seventh level three hex in the closing turns. In most games you should be able to take and hold the level four hexes, make certain you seize enough level three hexes for a win.

French forces will have ideas about this. Enemy OB has been discussed above, you need to be wary of the Hero and 9-2 Leader directing a series of attacks against you. The best TEM you are likely to benefit from is +2 for a Trench, falling to +1 for a shell hole. With a -2 Leader directing fire HMG and even MMG fire are lethal, slightly more so when a squads inherent fire power is added. There are counters to this problem. Killing, breaking or even just pinning the MG nests is a nice thought, more often you will have to slow your advance or try overloading the defence. With luck, ammunition shortage will kick in and malfunction or disable some enemy support weapons. Low French ELR may lead to unit replacement once or twice in the game. Given the small size of the French OB this is significant. Walking wounded troops appear in the French OB. It is unlikely their movement restrictions will have much impact. In close combat, adverse modifiers for wounded troops rally help you.

By setting up second, you can make some judgements about the French defences. An MG nest in the J18 rubble is likely, surrounded by trenches and bunkers with a string of wire between you and the Hill.

Apologies, that was not particularly insightful. Look very closely at the details. The location and covered arc of pillboxes. Which hexes do not contain a trench, and of course who is manning the defences. MG locations are important, as are the Para squads & all the French SMC. Nothing is concealed but their are limitations on your right of inspection. There are a number of defenders who will happily allow attackers to watch their set up. As the PAVN I'd be tempted to make my excuses & leave the room whilst this is going on. Keep in view right of inspection also applies to the French, it would be tremendously crass to watch the French set up then ask them to leave whilst you do your bit. I haven't played anyone who would do this!

So, you should be able to make some guesstimates of French strength and dispositions. Two key bits of info are the location of wire hexes and if the J18 rubble is strongly held. Wire really is a problem. You don't want to get hung up on it, subject to murderous attacks. Allocating some shell holes placed under SR2 can help, but you also need to hit the French strong point with some. You can use Bangalore against wire, in fact there isn't anything else on board to use it against. If shell holes have not done the job then the sappers will have to. At a pinch trail breaks can be placed in wire under Standard special rule DBP14. I suspect if you flatten the French trenches but leave the wire intact this scenario will be very difficult to win. One final thought, don't whack wire just for the sake of it. If it is out of line of your attack, leave it alone.

Aside from a pair of sapper squads, you command a lot of other troops. All are ELR 4, with decent leadership and support weapons. To my mind the first decision is exchanging a leader for a commissar. Either your 8-0, or 8-1 is suitable, my own choice would be the lower ranking Leader. The HMG, Mortar, RCL & MMGs' strike me as useful for fire support, manned by 1st Line Rifle squads & positioned on the Elaine 1 strong point. Up front you want the SMG squads & sappers, the Elite Rifle squads, LMGs, Bazookas, & Bangalore. the fire support teams should be entrenched with the exception of the 75mm RCL & crew, and possibly the HMG which can emplace I think? The rest of your trenches need to be positioned to assault the enemy, or rather to provide both cover & a fall back position for your manoeuvre elements. right next to the French wire or front line is good. All of these ideas are personal preference, in all cases you must be happy with your dispositions. For example you may consider Elite squads better support weapons crews. Or prefer starting the support weapons closer

to the enemy. However well intentioned my advice, you will have more fun & hopefully win more often using ideas that fit your style of play.

Filly around with your set up until you are happy. Have ideas for the units involved, maybe a platoon will target the left flank of the Hill, another the West, a third be tasked with fire support, the fourth in reserve or going hammer and tongs for J18. By now you've probably heard enough about muddy Hills, but be familiar with the costs of gaining a level.

After set up, shell holes arrive. Both sides receive a six shell holes. As the PAVN, I think you should target the enemy wire, and J18. If anything hits a French trench grand, most results are favourable, even creating a shell hole in formerly open ground is a plus. The French will also have plans. They may hit your forwards positions hard, spread their fire or try to strip cover from your fire support elements. Watch this phase of the game carefully. When the shell holing stops reassess your plans. Be pleased if J18 has a Flame, very pleased if three or four wire obstructions have moved. Accept any damage the French have done. As long as you have some frontline trenches for broken units to congregate in things are cool.

Your attack begins with some fire attacks at French stacks. These can do a lot of damage, or be anything down to totally ineffective. Against undamaged defenders more prep fire and a bit of advance phase movement is about right. If three or four French squads have broken, and most of the HMG & MMGs' are unmanned, a drive forward may be more productive.

In your opponents player turn, take any reasonable shots. Go for the MG crews first, try for the odd double break kill once you have got everyone you can under DM. Use commissars to round up any broken Viets. In subsequent turns drive forwards. Keep gaining ground, pushing the French into a small compact mass. If your fire support from Elaine 1 is unsighted move forwards to keep up the pressure.

On turn three you will hear the scream of an approaching Hell Diver. The turn before you must decide if using the 12.7 AA gun against this target is necessary. My own view is its worth a go. Placing an AA counter improves your chances, and give the Pilot something to think about. The planes first action will be to designate a target, then take a TC to sight it. On a very high roll the Hell Diver will attack the French. If it hits J18, great, but you will still need to control the hex even if it burns. More often the TC will be passed and you are on for some 20mm cannon fire and a spot of Napalm. If your troops are the target, there is a slim chance

of AA fire discouraging the attack. The Hell Diver is rather well armoured, so attacks are subject to a +3 modifier. To do any serious damage with a 6 IFT AA attack a DR of two is needed. If you roll a three or four the Hell diver breaks off the attack before it bombs or strafes, additionally a three damages the plane. These are very low numbers, just a bit over one in six when ROF is considered. A shot at a French Infantry unit might be a better bet. Basically it is a judgement call on how much damage the aircraft can do. If you fluff the low AA roll the Hell Diver attack continues, with a 16 IFT cannon attack, and a Napalm drop immediately afterwards. This can do a lot of damage to a single hex, the plane leaves immediately afterwards. If your troops are spread out, you should not lose more than a squad, leader & support weapon. If you were caught stacked three high, chopped up and burnt, try to learn from the experience. As the engine roar fades, your attack continues. French trenches will have been flattened by shelling, Pillboxes will remain. Against these close combat is effective. Even after some losses you should slightly outnumber the enemy, build on this advantage by exchanging units in CC.

Every squad you break or kill cost the French dear. Not only will he lose 4-6 factors' of inherent firepower, a support weapon will be out of play until the squad is rallied. the average range of engagement will have dropped to one hex range. Time to bring any troops allocated to fire support into the battle. Drop the MGs, RCL & Mortars, grab a couple of grenades, fix bayonets and rush across to Elaine 4. Stacking and using CX will help, any losses are shruggable.

A few loose ends. If you have a first line rifle squad handy take prisoners, otherwise the loss of firepower is too great and no quarter might be necessary. Use the Bazookas against any troops in the J18 rubble. Make use of any MGs or other support weapons you capture. Use enemy trenches for cover & movement uphill. Remember you can use Human wave, very occasionally it is a winner. Watch out for French SAN, it is high and you might see more attacks than you want, think about it before attempting that 1 IFT attack on an entrenched Para squad. Intensive and sustained fire in the closing turns or just before the fire support elements lose line of sight to the French.

Expect serious losses. If you can trade a bit less than two of your squads for a French squad whilst maintaining forwards momentum, you will win. OK you may take possession of the hill with a conscript or second line half squad but if the French are gone that is a valid win.

Expect a close fight, turns one and two will be painful as you break into the French

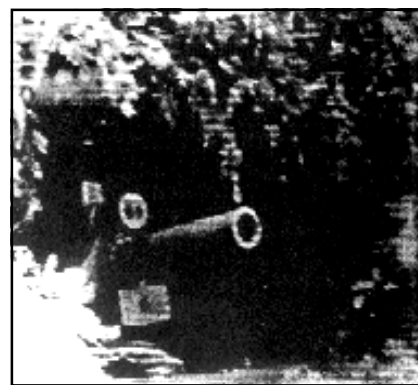
position. Turn three sees the Hell diver, after that, you should feel like you are winning! Numbers, and troop quality will tell.

Conclusion

Most of the French or Allied units who fought at Dien Bien Phu suffered casualties in excess of 80%, some even exceeding 90%. Many were killed in action, some were wounded and evacuated, others listed as missing never to be seen again. The French & Allies were defeated by a number of factors, partly the considerable courage and guile of the PAVN, partly their own logistics. French courage was never in doubt, with more Ammunition and engineering stores the garrison could certainly have held out longer and just might have won the Battle. I suspect this didn't happen because the French did not have the air power to support the effort required. On a lighter note, the story of the PAVN continued, & some of the French units involved were reformed from escapees or wounded evacuees. The Legion remains one of the few Elite units to command almost universal respect across the globe.

Returning to ASL, "The Last Day", captures the final hours of Dien Bien Phu's defence. Man power is in short supply, ammunition scarce, and the defensive fortifications badly damaged by bombardment. The PAVN sense Victory and attack hard. The best the defenders can hope for is to hold Elaine 4 for a few hours more. This is a colourful point defence scenario, one of the best in the pack.

If you are not keen on air support, I think you could play without the Hell Diver and give the French the Handicapping provisions & still have a fun game. That said, the air support rules are not too bad if you take your time, possibly easier than OBA in some respects. Worth the effort to play with the Hell Diver counter.



DBP15 Mopping up

Mopping Up takes place on the 2nd April, after "Cattle Drive" & "Death by Pale

Moon light” but before the climactic battles of “In the Shadows of Bazeilles” & “The Last Day”. It features a late French combined arms attack against dug in, concealed and hidden PAVN units.

Amongst the attractions for the French are Paras, Chaffees, including Bazeilles, flame throwers, OBA & Hell divers. PAVN players might be drawn by the huge number of support weapons available to them, number of squads and the uncertain nature of French support.

PAVN set up

Be careful, if you have no good order units on level 2 or higher hexes at any point in the game the French win immediately. Good order excludes broken, berserk, captured or troops in melees. A tough way to lose is to be held in melee on the last turn. Your player turn five might be very defensive if you are dodging French fire, or a desperate scramble to stay on high ground.

At the game start you slightly outnumber the French in Squads, & have an advantage in support weapons. The good news ends with your commissars and marginally higher SAN. French ELR, troop quality, moral, & range generally exceeds your own. Add to this the attacker can form fire groups and some of your firepower will not fit exactly into exact IFT columns and it is easy to become despondent. There are good reasons not too, but lets get the difficult bits out of the way first. Included in the French OB are two flame throwers. These are a nuisance, against concealed troops in trenches they have a credible attack. With a high roll they disappear, sometimes on the first attack, other times they can do a ridiculous amount of damage. Some of the damage they do is blind chance, but you can minimise FT effect by range, concealment and firing at their operators. A dead half squad is a fair result, as is a broken and routing MMC running down the Hill with the FT keeping it out of play for a turn or two. Other French weapons are dangerous. A pair of squads, directed by the 9-2 Leader using two Browning .30s' can deliver a fiendish 16 IFT attack out to five hexes range or 20 IFT at four hexes if Paras crew the guns. With ROF any exposed units will wither. French Mortars will likely be sued to try and strip concealment prior to FT, MMG or other substantial attacks.

Sill on the bad news, in CC13 is the familiar “Bazeilles” with it's 4 factor CMG and positioned close to your first line there may be a case for considering it in your set up. I think your choices reduce to a turn one tank ambush, a gradual but sustained effort against the tank, or leaving it virtually unscathed. The weakness of an strong early barrage of Bazooka and RCL rounds is con-

cealment loss and subsequent vulnerability to return fire. With low to Kill numbers the tank may survive your attentions or be destroyed on the first shot. Do some initial planning but know when to flay by the seat of your pants.

On turn one French reinforcements arrive, a fair of Chaffees, a couple of Para Squads and another MMG, speeded up by a Leader. With luck Mud will not only slow them down, with better luck bogged, mired, and ultimately immobilised tank may save some heart ache. Although you will find out pretty soon how the Armour will move up the Hill, a quick look at the map suggests some gaps in the French wire will be used. The tanks should take two or three turns to arrive at a useful spot, the Infantry a turn or two longer. In a short game this is very significant.

The French receive a 105mm OBA module with scarce ammunition. At worst its first attack can arrive on your player turn one, and you can be hit in each successive turn. With mud, and reasonable cover you should weather the storm. Given a choice I'd prefer two red cards or a busted radio, anything less than being hit on every single turn is good. Artillery is always hostile. It can help a tiny bit, by limiting the extent of French forward movement. It also provide a hindrance, and more significantly ties up a Leader. Against OBA there are few places to hide. Concealment makes placing an Artillery request harder, after that it hurts. Barring luck, killing, or breaking the Leader manning it disrupts OBA. IFT attacks will do it, a sniper can too, in very rare circumstances a wild infantry charge sacrifices a squad to try and destroy the radio. OBA can make a big difference, particularly if you cluster in its blast area, spread out and minimise its effect. If the French OBA does not arrive enjoy the attacks it spares you and the distress it promotes in your opponent.

French Air support may arrive from the first PAVN player turn due to SR 5. If it does you can be subject to two point attacks from Hell Divers armed with 20mm Cannon & Napalm. Any hex successfully targeted will be hit by two 16 IFT attacks subject to TEM followed by an unmodified 24 IFT Napalm attack. Your counter measures are limited. Some protection is afforded to hidden units, concealed ones are harder to sight, and avoiding large stacks limits maximum damage. Terrain or fortifications are not really a massive help. Being close to the French increases the risks of a mistaken air attack. Enjoy it if it happens. Although using the HMG for anti aircraft fire is possible, the chance of success is slim. There is a slim chance of no air support arriving, my Mathematics or Statistics is pretty rosey but I think

the chance is around one quarter of one percent or one chance in four hundred. Not enough to get excited about at the game start. However if air support doesn't arrive on turn 1 the odds of none arriving rise dramatically, becoming better in each subsequent turn. The best results are a pair of very effective mistaken air attacks, closely followed by no air support arriving. The worst one or two hexes totally flattened.

Although not as hard as the Iron Division the 98th Regiment are tough troops. Quality ranges from Elite down to some second line troops, all with an ELR of three. The best news in what promises to be a battle of attrition is the number of squads you start with, sixteen. A slight numerical superiority over the French is a pleasant start. To keep your troops effective four Leaders including one or two Commissars are available. More good news comes in the shape of a mass of trenches and foxholes nearly enough for your entire force. I think you benefit from some free HIP status as foxholes and Trenches are concealment terrain, and the RCLs can also start the game hidden. In concealment terrain you can start concealed, valuable protection against fire. Four dummy counters are not going to totally confuse the enemy. I think they can just about form a single dummy stack or pad out a few real ones. If at a total loss, use them as sniper bait. The most attractive part of the OB in my opinion are the truck loads of Support weapons you command. It is all here, mortars, two varieties of RCL, Bazookas and lots of machine guns, even two DC, that can be delivered by DC heroes.

The usual weaknesses effect your OB. A proportion of your fire power will be unusable due to fire group restrictions. Half squads generated by combat results cannot recombine. For some shots short range will be a factor. A very real weakness is limited Anti tank capability. A strong effort should destroy “Bazeilles”, after that the arriving French armour will be a tougher proposition. Keep in view, the RCL have high explosive rounds, whilst the Bazookas are quite effective against buildings.

On the defensive, mud helps by slowing down movement. This hurts the French more than it does your own efforts, with Vehicles being the most badly effected. Mud also muffles the effects of HE. The actual area of conflict in any Hill fight is very small. At any one stage in the Battle the front line will only be a strip of five or six hexes in width a few hexes deep. Before play starts your set up will have a big influence on the first strip to be contested. For example you can set up adjacent to the immobilised French tank to give greater depth to your attack or if you are planning a move against the Chaffee.

Interesting spots include any open ground hex and the Hamada in EE13. Pre existing French wire hexes are also key. They are slightly porous to yourself but for the French they really do get in the way a bit.

A early choice, is whether to stage an up front defence, a defence in depth (and not very much depth at that), a hedgehog or a curious snake like string of trenches.

The defence I'd most like to discredit is a meandering string of trenches that leaves open ground and Hammada for the French to cross. It really shouldn't work, but in truth this isn't a bad idea. It become a really outstanding idea if the four French shell hole attempts fall generally behind the lines of your defences. Give this set up a try if you are a careful planner and like to set small traps for your opponent.

An aggressive set up starts closer to the French. A line of trenches or fox holes is found on the edge of your set up area, very close the French and even adjacent to Bazeilles. French OBA placement and air attack is harder but still possible. Perhaps the biggest weakness can arise if shell holes strip effective cover from your troops. Suddenly they are no longer concealed, looking over at a pair of French Legionaire manned flame throwers. Tough call if this risk is worth taking. As the French overrun the forward positions they are also gifted with cover.

A Hedgehog could even be an up front defence. More likely it will be based on three trenches in FF11, GG11, & GG12. Further trenches will radiate out to provide supporting fire positions, rout paths and a way in for your own reinforcing units. Although this has a great appeal to me there are a legion of weaknesses. Top of the list is the imminent arrival of destructive French Shell holes that could trash one, two or all three key sites, and French OBA that can target any one of the three spots and make life difficult. A bigger hedgehog increases vulnerability to shell holes but can still leave a credible defence.

A defence in depth has to stretch the definition of the word deep. There is very little room to deploy. It is organised into four platoon sized zones of defence each of three or four trenches and one or two fox holes, a Leader, three or four squads and a fair share of support weapons. Due to limited space these Islands may be adjacent! Easily confused with the Hedgehog, but with one big difference. The hedgehog aims to defend a key sector. Defence in depth with exact a price for an assault on one sector whilst recovering into another. It is a very subtle difference. The weaknesses are pretty much the same as the hedgehog, with the absence of a key defensive area.

Set up is the easy bit. In successive

turns play becomes a deal harder. you must keep a good eye on the map. Focus on terrain and understand the likely routs for French attacks. Specifically look for open ground that helps your defence, Hammada that helps it even more, and weaknesses such as shell holes, trenches or fox holes the enemy will exploit. The broad aim remains the same to maintain a presence on the Hill, but in each turn combat effects will dictate minor chances of strategy.

With a couple of extra turns the French would generally win most games. Unless you really have to, do not give the French the balance provisions. the shortness of this game is crucial. Half expect to lose a lot of units, due to a wide variety of hefty IFT attacks. Victory may ultimately be traceable to a preponderance of French prep fire attacks which you have survived rather than anything really cunning. Seek to delay. Kill when you can, but settle for a broken unit that must rout backwards further away from the heart of your position. get happy when a tank bogs, a melee lasts another turn, or a cautious French commander is determined to finish the game with his OB in tact. On early decision is whether to fight or hide. Tricky one that. Whilst the French are in good cover hiding makes sense. As soon as they go over the top, well its a judgement call. Open up if you are feeling aggressive, stay concealed if you are less confident. Any un concealed units should take shots at fair targets at any stage in the game.

The last couple of turns can be a formality, more often the struggle to dislodge your last units will be ferocious. If you lose on the last turn due to a bit of ill fortune you may still have played well, particularly if it all comes down to a single DR. If you win and the French OB is still largely in tact you have been very, very lucky!

French set up & Attack

Mopping up is a misleading title. The PAVN force is slightly bigger than your own, dug in, concealed or hidden and full of fight. Your objective is to find the enemy, and either destroy him or drive his MMC below Level 2. If you manage this you win immediately.

If you have already played other DPB scenarios you may be familiar with Mud rules & the Elaine two position. At set up you will also notice several PAVN positions that have a very significant impact on play. with such a small Hill plateaux almost every hex is key terrain. Some are more key than others. CC13 is important in that "Bazeilles", starts there, and to be honest remains there, it can become a wreck, or very occasionally a burning wreck. Without win and smoke has some effect but doesn't really help either side

over much. In CC14 the governor's house has the potential to serve as a really solid fire base. It offers a very commanding position close to the enemy. Starting a flame thrower there is an option. If a shell hole is place in the hex, this can lead to a blaze and subsequent relocation. Part of the PAVN controlled zone are Brush, serviceable as concealment terrain, and allowing for HIP. A successful shell hole placement can lead to a fire in brush or at the very least remove any trench or foxhole in the hex. Printed shell holes are nothing to be afraid of, you can assault move through them more safely than say open ground or Hammada (EE13). Take note of the position of "French" wire, and remember the PAVN can pass through it in places very easily! A cliff on the South side of the Hill complicates PAVN movement, and reinforcement. Factor this into your plans if the enemy has gone for an even spread across the board. Appreciate for some reason the PAVN may choose to set up a number of troops well away from the Hill. Its an option, with some limited value for Mortars and RCL to exploit their long range capability. I doubt you will see this too often. Positions closer to the Hill though can be used for Tank ambush and for hiding a unit ready for a late game dash to the top. Can is the key word here. Spend a deal of time looking at the map, before play starts, at set up, and frequently during the game. Of these during the game is far the most important.

The most striking feature of the enemy OB is the plethora of support weapons. The range is extensive from RCL, through mortars and machine guns, spanning mortars, bazookas and even demolition charges. You can draw some solace from lower break down numbers, and low HEAT ammunition depletion numbers for the RCL, & the expectation of causing serious casualties to the PAVN which will leave small clusters of un manned SW around Elaine two. Aside from the physical damage SW can cause, they also serve to increase the size of PAVN stacks, making it harder to determine enemy locations.

The PAVN start with a mass of trenches and fox holes, providing superb protection and concealment terrain. Standard special Rule DBP 15 cites trenches and fox holes are considered concealment terrain. Scenario set up instructions allow all PAVN units to set up concealed. I assume 10% FRU of the PAVN OB, say two squads, plus accompanying SW/Leaders can set up using HIP. The three RCL and crews can start concealed and Hidden if in suitable terrain. Not knowing where all the defenders are creates a complication.

One approach is to dither. Fearing the

sudden emergence of a half squad at any moment can induce paralysis. Nearly as bad excessive searching, speculative fire and use of Artillery to beat the ground looking for HIP units. three crews and two squads is not that much of a threat. Some units may be found by Artillery, others by troops moving into their hexes, but I'm not too keen on the idea of systematic searching and probing by fire. By being bold you will find the PAVN, yes and lose a squad or half squad in the process. Early in the game you can recover, later on although more of a blow, keep in view the squad and its accompanying counters have been out of play for four or five turns. Style is a big factor in your choice, try what ever approach you are comfortable with. A word of caution if you move around in massive stacks finding a hidden unit will be more painful than it needs to be.

The nicest thing to say about the PAVN infantry is there are a lot of them. They have lower ELR, & are of generally lower quality than your own chaps. In fire combat you have advantages, including raw fire power, range and the ability to form massive multi hex fire groups should the need arise. Up to two of the four PAVN Leaders can be commissars, able to rally troops in desperate situations.

Learn what you can from the enemy set up. Guessing always carries a slight risk, and invariably mistakes will arise. That said you should have a fair idea of the proportion of enemy units in any given area. This knowledge will be built on by combat effects. The four PAVN concealment counters should not throw you too much. At most they could pad out a few stacks..well up to four, or create one or two dummy stacks.

In fire combat your troops have a definite edge, be a bit wary of close combat. Hand to hand is in effect making an even exchange of units likely even when the odds are stacked a little in your favour. Trading a Para squad for some second line PAVN unit is a poor exchange. Sometimes it is needed, resist the urge if the reason for the attack is just bloodlust.

With Artillery assets, armour, air support, quality troops and even some assault pioneers you command a diverse force. All of your infantry enjoy high firepower, an ELR of four, or five for the Paras, a decent selection of support weapons and reasonable Leadership.

A lot of fun elements are included in your OB, although this is a serious well designed game, it is hard not to enjoy Air Support, flamer throwers and a 9-2 Leader. Two Napalm armed Hell Divers are virtually certain to arrive some time during play. Enemy Anti Aircraft fire is pretty sparse and seems less of a threat than mistaken air attack. Any

sighted target hex faces one, two or even more cannon attacks followed by Napalm, even in a trench this is near certain to cause some damage. If you & your opponent are not familiar with the air support rules giving the French handicapping provisions would work. Alternatively work through the rules together, they are very well written and the rewards include expanding the scenarios you can play (Have a crack at Jabo sometime!).

The OBA is tricky. A module of 105mm is nice. The necessity for an on board observer ties up one of your Leaders, who will have to fiddle about with a radio & an 8B/3R draw pile. On a good day you will plaster the Hill with HE from the PAVN turn one onwards, drawing two red cards, a gacked access roll or a run of bad luck could prevent any Artillery arriving. Try to shrug off bad luck, and really make the most of any fire missions you get. Against troops in Muddy trenches 20 IFT attacks can break a few units. Any PAVN troops in the open, or Hammada should feel nervous. Expect some broken units, even a few K/KIA results, a decent amount of concealment stripping is ridiculously helpful. OBA can find hidden units, waste dummy stacks and show you where enemy troops are. In a game where concealment is important this helps a lot. Deciding if harassing fire is useful is a tough call. Generally it will be less destructive, against this is the larger blast area. I'll sit on the French and suggest deciding which fire mission to use on the day, remembering of course this can be changed if you retain access later on. Finding a spot for the observer is tricky, a trench or fox hole is a good idea. Keep a few hexes from the enemy, might even be worth staying off the Hill at very long range. Choose a spot carefully. If the radio breaks, rejoin the Infantry. Use the FOO to rally troops when you can, assuming you will need to!

A -2 or better Leader is an asset to any attack. He can go up front with the assaulting elements or be used as commander of a fire base. Building hex CC14 is a tempting spot for both MMG, a pair of squads or half squads and Mr. 9-2. He can direct at least one tasty 8 IFT attack at a trench or fox hole every turn. If he gets rate cool, if he makes the enemy keep concealment until you are ready to destroy him excellent. a lot can go wrong, malfunction, SAN, even a Blaze arising from a well placed "Shell Hole". Appreciate if the enemy make a big effort against any firebase they are sparing the assaulting elements making their task easier.

Foreign Legion Flame thrower teams are a welcome addition to your forces. Two unmodified 24IFT attacks most turns can strip concealment from even entrenched troops, even a long range 6 IFT attack against

a concealed unit has prospects. Some games the first shots you take will be the last, other times the FT will cause massive damage making for an easy win. A removal Number of ten is pretty high. I'm inclined to be aggressive & take risky attacks, other folk are more cunning and spare the FTs for key targets. After a few flame attacks, placing you DC slap bang on top of a big broken stack threatens double breaks and subsequent elimination or wounding.

Many players have some affection for small mortars, the 60mm is a well designed weapon with more bite than the usual 50mm or 2" grenade throwers. You cannot expect too much from their attacks. I think their principal use is to strip concealment. When this is no longer necessary, pushing the mortar crews forwards adds a squad or half squad to your forwards thrust.

One difficulty in your attack is a limited number of Leaders. A rosy start with three decent leaders, deteriorates rapidly. One, probably the 9-0 is tied up with the radio. A second, likely the 9-2, may be directing your fire base. This leaves one leader an 8-1 to drive forwards. Moving the 9-2 forwards might be an answer, though not an easy choice. Plan B is to make use of French self rally ability for troops with very high morale and use the number of squads you have to soak up combat results. If you can solve this dilemma you should have a very strong chance of a win. A French commissar would make a big difference in this one!

Another difficulty is moving your reinforcements up the Hill. They have a long way to go, with movement for the armour complicated by mechanical reliability and mud. Using armoured assault and double time can help, if you are really in a hurry riders is a calculated risk. A compromise stacks both squads, and use the tanks in tandem to gain ground quickly. Bogged, mired and immobilised tanks are not good news, be pleased if you can get on to the Hill and kill, break or even just threaten the PAVN. Once you gain the Hill, you are able to blaze away with 75mm 12 IFT attacks and MG armament. PAVN anti tank assets are sparse. Line of sight is your best defence, next line of defence is not being hit, after that trust your armour and hope for high PAVN rolls. Be very please if the armour plays a big roll, there is a lot of play in the game even if both Chaffees become immobilised early in the game.

I've attempted to describe most of the expected PAVN defensive set up in the PAVN set up notes. One I missed out is a reverse slope defence. this would occupy a fair slice of the Southern edge of the Hill. It is nasty

Continued on page 35, column 2



BERSERK!

I have some news that is bound to come as a disappointment to very many of our friends who have attended the Berserk! ASL tourneys over the last seven years.

For reasons of a personal nature, Steve Thomas and myself have decided that we will not be running an event in 2004. This is not a decision that has been made lightly and is more down to myself than Steve, so I bear the primary responsibility for this outcome.

We do intend to resume annual tournaments starting in the spring of 2005 under the Berserk! banner, with the same format as has been used before.

Obviously this leaves a hole in the calendar of the UK & European ASL scene. We invite anyone else who may be so inclined to run an event instead. You're free to use the same venue, format and time if you so desire but please don't use the Berserk! title, that remains a signature of our event. If such an event were to be run by someone next spring I would certainly expect to attend as a player and to offer my full support.

One final note: I would prefer not to be pressed on the specific reasons for this decision, so please don't ask for any details.



A Naked ASLer In South Africa

Some of you know Ben Jones from his infamous Naked ASL weekends, others will have heard of him from his reports on the ASL Mailing List, and of course many of you know him from BERSERK! and INTENSIVE FIRE. Ben recently got married and has been off with his wife since then. Recently he emailed the following and I thought you might be interested to see how he's doing. – Pete.

My Dear Friends and Family,

A thousand apologies for the long time no write thing.

I am very well, as I presume is my young wife, although I haven't seen her for a week.

We are firmly ensconced in Mozambique in a little town called Tofo/Tofu – get the atlases out if you can't find Tofo look for Inhambane in central coastal Mozambique. We are there just north of Inhambane. (GPS Coordinates for our house are S23 38 830 E035 35 520)

We stayed in a family run (Vivienne put that kid down!) place 5 mins from the airport. We ended up staying for three days as we got Moz visas sorted. We also had the best three nights sleep we had had for months as the nighttime temperatures were nearly freezing. It was nice to snuggle up under two duvets after so many nights melting in Egyptian (and, unbelievably English) temperatures.

I passed the time playing a wargame in the bar. V passed the time telling me I was a wargame geek. We booked a first class sleeper train from Joburg to Komatipoort on the Moz border for about 12 GBP each. We got pissed on cheap SAF wine and enjoyed the luxury. To be honest the only difference

between first and second class is that you get free toilet paper and a cup. However, the train left on time and arrived on time, which was refreshing and nothing like the Heart of Darkness Hell I had imagined.

We arrived into Komatipoort and took a minibus for an hour and a half to Maputo. The minibus ride was comfortable only because my well trained commando traveler wife snaffled the front seats. We spent two days in Maputo while I got a new passport it should be way cool and different to all your pedestrian, UK issued ones.

A 7 hour bus ride later we arrived in Inhambane and were picked up by staff from Fatima's hostel. Without a doubt Fatima's – the backpacker camp of choice in Tofu – is the singularly most dirty, run down, stinking hole of a place I have ever stayed in. And those of you who saw my place in Edinburgh know my tolerance for low down stinking holes is pretty high.

So, thank god I persuaded V to buy a tent in Joburg. We stayed in the tent for a week while finding work and looking for a house. We found work and then the house. We have a fantastic two bedroom 7 bed house with hot power shower and aircon, cooker, fridge, deepfreeze and washerwoman (just like home eh our kid?). We also have a puppy with the house called Wuffles. Not our choice of name. Do you know how embarrassing it is to have a dog called Wuffles? Especially when he goes missing and you have to go find him calling his name. But he is nice. I spend most evenings telling

Vivienne he cannot sleep on the bed as he's got germs. But then I relent (secretly I like him there - he bites Vivienne when she snores).

The house is pretty steep at \$300 a month, but as previously detailed the alternates were dire. Besides after three dives a day and a couple of beers I am normally tired beyond belief and have been in bed at 7.30 most nights. 10 hours sleep a night in an airconned room is grand.

We have found a place to do our training course also. Tofo scuba (look em up on the web). We are their new Divemaster Trainees so we accompany customers on dives, help with students and generally strut round like dive studs. The diving is fantastic, so many Mantas, Humpback whales (with calves), Brydes Whales, Devil Rays etc etc. I won't even get off the boat to snorkel with a whale shark now unless it's more than 10 metres.

I've has good and bad experiences in the water. Mostly involving customers. I have saved people from drowning, saved them from panicking at 30 metres depth, been cried on and been sick on three times in one dive. My dive briefings now finish with the line "and please don't be sick on me"

Yesterday we did a deep dive into a strong current. This involves me and one of the other staff diving down very quickly with a reel and line to a surface buoy to 30 metres so other customers know where to go, they follow the buoy line. They should not really hold on to it though unless they are having problems. So we swim down into a massive current and hold onto a rock to prevent myself being dragged away. Suddenly my arms

are near wrenched from their sockets as all 6 divers decide to hold onto my buoy line. It's like having a sail attached to you in a gale force 9. I couldn't even signal them to let go of the line cos I didn't have a free hand. And my mask filled with water and I couldn't clear it (no free hands).

To the divers amongst you my profile shows me descending 30 metres in 45 seconds and holding onto the rock for 11 minutes at 31.4 metres (I used 110 bar in those 11 minutes before we called off the dive). I made emergency deco stops at 8 metres 3 minutes, 5 metres 5 minutes and 3 metres 2 minutes) We are not diving today as the weather is bad. This should give my arm muscles the chance to heal)

For the non-divers amongst you it was pretty hard.

But still I have learnt more about diving in a few weeks here than ever before. It is amazing the way people place their trust in you simply because you are in a position of responsibility. It is also nice to know that you can live up to expectations. (apart from those of your parents - I think they wanted girls)

Maybe it is because I am now tanned and lean (really!) or maybe it is because Vivienne has been away for a week, but I have recently noticed how much young ladies have been flirting with me. Thank god I brought my shitty stick to beat em off! I think I should have got a wedding ring after all.

Besides the good company, flirtatious tail and great diving, the fags are cheap, as is the beer and

food (peri peri chicken rocks!) the language seems easy enough, although to be honest I really only know morning and thank you, in other situations I speak Arabic to the locals (at least we both feel confused and it keeps me in practice.) I see the harm the Portuguese have done to this country in the past. At least we left our colonies with a language they can use to rip off tourists.

All is well. We intend to be here for a while, at least the next 4/5 months. So if any of you are passing through come and see us we'll take you diving.

Well, I'll write soon and I expect replies aplenty.

Love

Ben

P.S. Ahh, yes, the as yet unexplained disappearance of my wife. She left the country a week ago with Nikki (the 24 year old co-owner) to sell a landrover in Joburg and to buy a new one. They are still there. Apparently, all of Nikki's clothes were stolen not long ago and she has been deprived of young female company for a long time, so I think she just took Vivienne along for an extended shopping trip. I hope it is just a shopping trip, as last time I saw them outside out house at 5 in the morning preparing to leave they were tying a bra to the aerial as some type of ladies on tour pennant. (a very small pennant it must be said). Vivienne is also designing their new dive center and house. I fix their computers.

Operation Bluecoat

Trev Edwards

An old ASL playing friend of mine, Ian Daghish has had a book published in the "Battleground Europe" series from Pen & Sword. These are slim paperbacks which deal with various battles in NW Europe in considerable detail and also have an eye to the reader going on a battlefield tour to see for themselves what the ground looks like today. Most of the battlefields are in NW Europe and nearly half the books in the paperback series listed on the back page are based in Normandy. These are available readily enough in good bookshops.

After the success of D Day, progress inland had been frustratingly slow and Ian focuses on the British armoured breakout at the end of July. It is a tale of confusion for both the Allies and Germans. There were gains made due to enemy mistakes such as a vital bridge seized because two German formations each thought the other was minding it. There were also many missed opportunities when valuable ground was not taken because it was thought to be defended when in fact it wasn't, only to be fought hard for later.

Unlike the other book I own in the series, Ian doesn't stress the present day battlefield all the way through except by showing with some modern photos he has taken to show the lie of the land. He has made effective use of some of these with silhouettes of tanks showing the deployment at the time. He does offer a suggestion for some battlefield tours at the end.

My only gripe is that many of the photos have come out rather poor, compared to the ones I remember seeing when I saw the proof copy that Ian had with him at Berserk! in March this year. A lot of detail has been lost on those affected and this is highlighted by the clarity of the majority, which have come out fine.

The book works very well as a narrative history of the operation and is a thoroughly entertaining read. Knowing that Ian is an ASL player I was looking closely for a connection. Ian doesn't refer to the game at all, but there are instances where the rules are brought to mind. Reinforcing the rules, I read about an infantry lieutenant thrown from the deck of a tank he was riding from by the turret turning unexpectedly. Conversely, Ian writes about the degree of training the British Army allowed some infantry and armoured formations with each other and how infantry/tank co operation had to be worked at. So the next time you run a squad of poor quality troops along with an FV in armoured assault, thank your stars the rules allow his so easily. The legend of the Tiger is fed too as tales of these behemoths despatching every Sherman and Cromwell they see have heir part in the story. As I read these books about Normandy, it becomes more apparent that the quality and experience of the better German forces nearly carried the day for them on so many occasions and that the one thing most useful to the British in particular was surprisingly (to me) less the air superiority but more the Royal Artillery.

I do have a good picture of the battle after reading Ian's book. Recommended. Priced £9.95 and published by Pen And Sword Books Ltd it should be available at most book stores.

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A Short Article for a Short Scenario

Toby Pilling

Although I like writing articles for *VFTT*, it is sometimes the prospect of having to fill several pages that daunts me into inactivity. A recent experience during a scenario though inspired me to put pen to paper. I realised that a good article doesn't have to be a mammoth one. Indeed perhaps the converse is true. I thought I'd therefore fill a few paragraphs with a look at some of the shortest scenarios I have ever played.

I don't mean shortest in the sense of a four-turn scenario with half a dozen squads or a couple of tanks a side. I'm talking here about normal size and length scenarios that for reasons of supreme skill, hilarious ineptitude, duplicitous trickery or blind luck end after a ridiculously short period.

How short though is short? The quickest I've ever won a tournament scenario attacking was at last year's INTENSIVE FIRE. I played a relative newbie at "First and Inches" from a Paddington Bears pack. I like the scenario as each side, the Germans and the Americans, have a chance to defend and attack with mixed infantry and armour. I got to attack initially as the Germans and came up with a good plan. Two turns later my opponent conceded. The game had lasted less than an hour.

Before that, at the previous year's Scandinavian Open I had defended as the Dutch against a Christian Koppermeyer Japanese attack in a scenario I have already described in a previous AAR (which Pete has not yet published!). The game lasted a couple of turns again before Christian surrendered. Once more, victory in under an hour.

These games, whilst demonstrative of some skill, do not for the purposes of this article go far enough along the road to the ridiculous. One game turn in a scenario involves both sides planning, moving and firing. I am looking for the scenarios that last less than a turn.

Of course, the scenario that I would always until recently have described as my shortest involved my old foe and mentor, Mike Rudd. It was the "Red House" on the *Red Barricades* map: The infamous "all my eggs in one sewer" event. I have described this before here in another previous article about Campaign Games, but it deserves a brief re-mention.

It was a night scenario and I was attacking as the Russians. I had to get across a street to attack a building infested with Hitlerites. I noticed though that Mike had

not positioned any men in the cellars. Of course, this being *Red Barricades* I could utilise sewer movement. Seeing this as an oversight and being a fair minded, gentlemanly sort back then, I even reminded Mike of the fact.

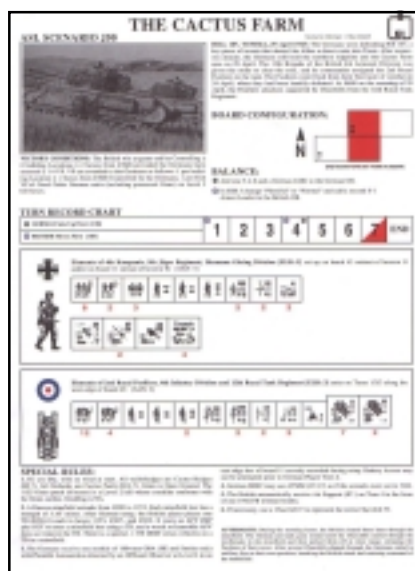
"You do know sewers are in play?"

"Are they?" Was his reply.

"Do you want to change your set up?"

"Oh no. You're all right."

Oh reader, how naïve I was in those early days! Thankfully now I would never fall for such an obvious trap but back in the days of my apprenticeship, I glibly squeezed the majority of my best assault troops in the sewers – just to find hordes of HIP, grinning



Germans crouching by the manhole entrances thinking Christmas had come early. After my set up the game can only have lasted about two minutes.

But of course, I have mentioned this folly before. I can now trump it.

The source of inspiration for this article is a true anomaly – a never to occur again example of perfection and absurdity. I had been tempted to write it up as a scenario replay just for the comedy value, loathe though I am to reveal my set up for fear of losing trade secrets. I'm not sure though the editor would allow such profligacy.

I had set up a defence against my regular opponent Peter Bennett. The scenario was "J50 The Cactus Farm" from the third journal. It's a battle set in Tunisia in 1943 with elite Germans defending against a large attacking British force with plenty of armour.

I had spent quite a bit of time coming up with a good set up and had a neat trick ready. I had noticed that I could get a good fire lane from 43 K10 all the way to A10 on the first turn. The unit there with the medium – a hero to avoid covering with an MMG – would probably not get another chance on turn two to repeat the feat, so I had a half squad with him to transfer the SW and move off with it later.

I had e-mailed my set up to Peter and he had arranged his attack on another board as required. We were all set up for a long session – I'd arrived at his house after work and had been fed and watered as usual. We'd had a bit of chit chat and Pete put a CD in the stereo for a bit of background music – I can't remember if it was Blondie or Kate Bush. Anyway we were ready to start.

First move – a Churchill enters the board on 43 A10. As defensive first fire I open up with the MMG, laying the fire lane.

Pete concedes.

Has there ever been a shorter scenario in the history of the game? I think not.

Perhaps I had caught Peter after a hard day in the labs. He did seem a little tired. The fact is that he thought the scenario was unbalanced in my favour from the word go and his assault had relied upon getting infantry moving south as quickly as possible. He hadn't seen the fire lane option and his whole plan was now in ashes. Rather than go through the motions in a doomed escapade to kill time, he preferred to end it early so as to start something new.

I'm not sure I was as convinced of the futility of his fate as he was but I could see the points he was making. For though conceding after the very first ten seconds of a scenario may seem strange, there is actually a moral to this tale.

The better you get at *ASL* (and Pete is one of the best players in this country), the better you are able to judge the balance of a scenario and its likely outcome. In a curious way, scenarios will tend to get shorter as the evidence of following a lost cause becomes easier and easier to detect.

So there you have it: A short article on short scenarios. Just don't ask me to write about long ones...

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The Central Railway Station

A Look At CH 154

Michael Davies

A few weeks back I was skimming through Critical Hit Volume 6 no 4, and happened across "CH154 The Central Railway Station". At first it looked just like another decent Stalingrad scenario using board 45, but I soon realised it was rather more novel. I'd set up the board and dug out the counters before noticing the big attraction is roughly half of your OB is selected from a small table of possible reinforcements or units for on board set up. This choice creates a scenario that has some elements in common with Campaign Games, whilst still playable in an evening.

I'm hoping to describe key characteristics of this one, give some well intentioned guidance on OB purchase and suggest a few offensive and defensive strategies for both sides. I'll apologise in advance for going on a bit, mainly due to the wide range of choices open to both players.

Objectives and Scenario Special Rules

There is no real substitute for carefully reading the Scenario rules and objectives before play. Another apology for paraphrasing them below but it might be helpful to look at each closely.

Provided they do not breach a casualty cap of twenty two points the Germans win by controlling all non-rubble ground locations of 45K2. This is not going to be easy 45K2 is a huge building covering eight hexes.

Scenario rules transform Woods to stone rubble, and Orchards to shell holes. Covering the effected hexes with rubble or shellhole counters helps if the terrain changes are likely to confuse you, and looks better. Cellars are in effect, probably more help to the Russians than the Krauts in this one. There is also a railroad, which adds visually to the appeal of the scenario but doesn't have much effect on play.

Some Row houses and an overlays in the middle of the board are transformed into Factories with a slightly higher than normal Factory TEM vs OBA and Mortar fire. I think the O7 factory is in O8, apologies if I've misunderstood the placement. Carefully note the position of sewers in overlay building X21, in the heat of Battle it is easy to forget they are there.

Scenario rule three is a bit of a wild card. A total of nine rubble or shell hole counters are placed adjacent to AR counters in I3,L3 and H5. Depending on the side you have chosen you will have a differing opinion of how you would like this placement to pan out. Generally the Ruskis will want shell holes behind or at least away from the Railway Station. By contrast the Germans will prefer some of the building to be rubble or at least Shell holes adjacent to the likely points they will enter the building. How the rubble falls is important but will be dealt with in greater detail later.

Booby trap level C is in place for the Russians. The Ruskis Elite and 1st line units are stealthy. All Soviet on board units suffer from Ammunition shortage, having a big effect on the utility of support weapons. With B11 machine guns becoming B10 and X11 the Russian suffers.

Sewer movement, Hand to hand combat and no quarter are in effect for both sides. All on board units can set up concealed in concealment terrain. Extra concealment counters are provided or can be purchased to confuse your opponent.

Fortified building locations, including cellars, confer Fanatic status on Russian troops. For Elite troops stacked with a commissar this results in a very stubborn unit with a morale of ten.

The seventh and final SR is the most important, both players may purchase units as reinforcements or for onboard set up. It is absolutely crucial that you do this. Make use of all the purchase points allocated to you to give yourself the best possible chance of Victory.

Apologies again for a long introduction. The scenario rules are crucially important and more numerous than in most scenarios. It's either that or I'm going over the top because I missed SR 7 till into turn two playing solitaire. I'd recommend reading the rules a few times, then just to get you in the mood have a read of the scenario description. This is a complex scenario, in my opinion, beautifully designed and worth the effort required to prepare for play.

Russian Set up

You can win by either blowing the German Casualty cap or controlling a single non rubble ground level location of The railway Station K2 at the game end. The

casualty cap is fairly high, even so it is worth keeping track of German casualties and if the twenty three point total is within your reach going for it. Building control raises at least two interesting points. The first is the scope for being devious by building part of your game around a last minute drive to control a building hex which is "nice". Not so nice is the slight possibility of the whole building being reduced to a pile of rubble early in the game and having to actually attack the Krauts to earn VPs'.

Being Stone K2 cannot be rubbled by hits from any German 75mm guns. However OBA attacks of 80mm+ can do the job and that includes any off board support you select and direct onto the building. A nasty way to lose. The Germans can purchase a 150mm OBA module which has the potential for massive building destruction. Other rubble sources include DC attacks, and burning building collapse after a wind change DR of 12. There is a minute possibility of falling rubble transforming a strong K2 position into a shambles. You would have to be extremely unlucky to experience this.

A scaled down version of the Station being partially rubbled is credible. Scenario rule 3 allows for random direction rolls to result in the creation of rubble in six of the eight hexes comprising the Station. Even if the building is reduced to just two hexes for Victory purposes don't feel you have automatically lost.

To recap, put the idea of K2 becoming a smoking pile of rubble early in the game to the back of your mind, and concentrate on either killing a lot of Germans or stubbornly defending the remaining victory hexes.

Part of the attraction of this scenario is the limited knowledge of what enemy forces you face. OB given German forces are a strong mixed company of thirteen squads, ranging between Elite and second line. Leadership is provided by four Leaders, with three LMGs' and a MMG for support. SAN and ELR are both four. An ELR of four is high, it is reasonable to expect German troops to fail morale checks but chances are they will not be ELR reduced. With plenty of good hard cover and enough Leaders the enemy can drive forwards absorbing serious attacks.

The enemy should purchase further units for on board set up and as reinforcements. Broadly speaking he has five main

choices, Infantry, Armour, Support Weapons OBA, and Air Support plus a sixth “novelty items”. There is a wide range of choices he can make, ranging from a strong Infantry force, two AFVs, a mixed force, or even a wacked out selection of novelty items.

If he favours Infantry, expect to see an Assault and Engineer Platoon. The Assault platoon has three squads each with a LMG, good fire power, high morale, a Leader and three Demolition charges. Additionally they receive a -1 modifier in CC/Melee. The Engineer platoon is even tougher, bringing a Flammen werfer (Flame thrower), and Hero to the party. Thankfully only two squads, er with ELR 5, Assault engineers, 8 FP each. The good news only 3 hex range for basic firepower. That counts for 17 points, leaving some left over for one AFV maximum, or a selection of lower points items.

A mixed force of one reinforcing platoon and one tank is another attacker option with a variable amount of OBA, Support weapons or special items. Another choice is an armoured force of both a StuG and Pz IV plus a platoon of Infantry and some other items or a lot of mixed items.

I could easily be wrong but I would generally expect to be on the receiving end of an assault platoon (8 Purchase points), Engineer platoon (9 points), StuG or Pz IV (6 or 7 points) and the remaining one or two points could be spent on anything ranging from concealment counters through to Infantry smoke, Reconnaissance, Sniper checks or a machine gun or two. I’ve a blind spot in my thinking in that I don’t expect to see too much OBA or M42 Stukas.

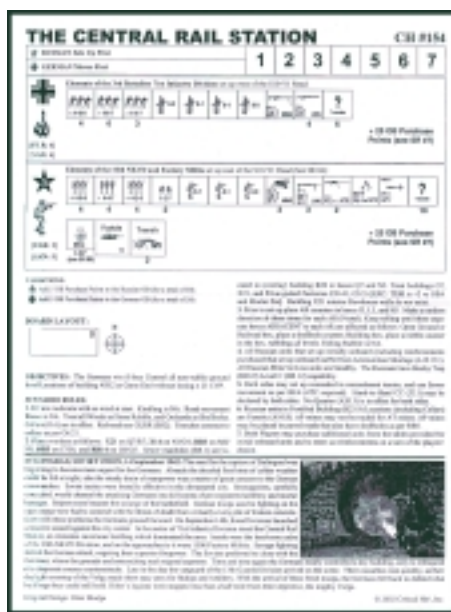
If you know your opponent well, feed that knowledge into your estimation of his forces. There are folk who love Artillery, others who favour AFVs, whilst most folk like using flame throwers.

Looking at Infantry , the enemy is tough. The best way to kill enemy Infantry is to catch them moving in the open, charging through mine fields or hung up on wire. Nearly as good close combat and hand to hand trading your squads at a favourable rate. As German casualties rise, he should blow the casualty cap seconds before your own force completely collapses. Fire combat isn’t the way to go. You suffer from Ammunition shortage are out gunned and probably have to set up a defence in depth allowing the enemy to shoot small parts of your force to bits easily enough if they lose concealment.

With the Panzer IV and/or the StuG the German receives smoke dischargers and s9 smoke, a 75mm Gun, and in the case of the tank a respectable MG armament. Frontal armour is highly resistant to ATR fire. Against a T34 both vehicles will struggle to do any damage with either their limited AP

stowed or HEAT. Totally resistant to small arms fire whilst buttoned up, you have a lot of units than can immobilise or destroy an exposed AFV. If you are aiming for a win through control of the Station immobilisation can be perfect if the AFV is not sighted to anywhere useful. If CVP are wanted well you need a kill, and icing the crew would be sweeter still.

Some of the Germans points can be spent on Stukas or OBA. Both are very destructive. Concealment provides some protection from Stukas and even a limited defence against Artillery. The worst thing to do when on the receiving end of OBA is stack, even worse do this in adjacent locations at several levels. A prime example would be to fortify all three levels of K3 before stuffing it with hordes of Infantry, MG,



and an upper level 45mm gun, and waiting for the OBA to land. There should be time to disperse if you need to. Encourage yourself to do this by understanding if the Germans might have enough points to bring on Herr 6+1 and the Radio or the 3 points for an 81mm OBA mission. At worst react when you see the first artillery request. Kill the observer if you can, move, advance or rout into better terrain. At the very least move down a level!

Against Stukas your defences are very limited. If you selected the HMG platoon they have time to set up in AA mode and might just bag a couple of lucky VP by shooting down a plane after it has attacked. More annoying for the Krauts would be a mistaken air attack. The best chance for this is to be in a building or rubble and concealed. If it happens enjoy the fire works, and commiserate with your opponent if it costs them the game. Potentially the Stukas can do a lot of dam-

age. In a meticulously planned attack they could sweep in to take out a couple of stacks immediately before an smoke covered Infantry Assault sweeps in to finish off any survivors with DCs’, Flame throwers and grenades. If the Air attacks prove pretty hopeless, well that is 4 points down the pan.

The Germans can also select one or two Guns. The 50mm Gun has a high rate of fire and is effective against armour. the 75* Infantry gun has less potent Anti Tank capability, but hits hard, and fairly often . You can use ATRs against either gun if sighted and in range. Firing AP a critical hit destroys the gun, Kills its crew and should annoy your opponent before earning 4 CVP. The best defence against the Guns is line of sight. It makes sense to avoid a known Gun with a T34 if you select one. Keep in view it may not be at all practical to stay out of the line of sight of the Gun and all other German units most of the time. Don’t forget any Gun(s) can remain hidden, a surprise when you are assessing the Enemy force composition and also surprising when it first opens fire....aim not to put the T34 side on to the first shot!

For just two points the Germans can purchase a sniper check that takes the sting out of your sniper. The first time you will realise this has happened is when you resolve your first sniper attack. There might be a case for using some sniper attacks to relocate rather than just pin a squad, but I’d be inclined to just bull it through and hope for to bag a German Leader.

Another fair choice is the Infantry smoke capability of Leaders. Maybe not needed if the German has taken smoke generating vehicles or assault engineers, but very useful late in the game.

The German reconnaissance roll can reveal the contents of one to three selected hexes, or four if he sacrifices a squad. Hope for a low roll, or bizarre hex selection. Half expect this option to be used if you are set up close to the front ready to oppose enemy first turn movement. For two points this is a fair choice, the extra DRM for units is very much a judgement call. You might be able to con the Germans into the searches by a sparse front line set up.

If the enemy has a few points left over the stocking fillers are concealment and MGs. Concealment counters might be used to confuse your sniper, find mines, or draw out the defences. MGs are simply added fire power. The HMG purchase must be very tempting and nasty if teamed up with the 9-2 Leader.

Clearly your opponent has a lot of choice, half expect to be attacked by a strong infantry force, backed up by a single Vehicle or OBA. Keep in mind he can’t pick everything. I’m fairly sure there is no secret com-

combination of German units that is massively better than any other selection. That said enjoy the funny side of finding enemy armour (6, 7 or 13 points worth) burning under your smoking 3 point 45L gun.

In organising your defence it can help to start with the units you receive initially for on board set up. The heart of the defence is the twelve squads and three Leaders. Troop quality ranges from Conscript through to Elite, four squads of each. ELR is reasonable at 3, with the slight complication of ammunition shortage. This also hurts your support weapons. Three MMG and three LMGs' is pretty good for the Ruskis, right up to the point you realise they are B10, X11 weapons, unable to create fire lanes. You also receive another four support weapons, two ATRs' a 50mm Mortar and a Molotov cocktail projector.

If you man any support weapon with a conscript squad it's breakdown number increases by one. With covering being very severe for them, I think it best not to give conscripts support weapons. This does have a slight drawback, in that conscript stacks are more likely to be two counters high rather than three, making it a bit easier to guesstimate your set up. I don't know if this in itself would argue for giving the odd conscript squad a LMG?

One of the two crews can man a machine gun, ATR or Mortar, the other is needed for the Molotov projector. I've seen a ten second clip of one of these in action, used in the latter part of the Battle of Stalingrad against enemy Infantry. It makes a distinct noise and the crew and the accompanying Infantry looked fairly pleased with themselves. Section O.10 provides a fair chunk of rules that repay study. Ammunition shortage inflict an X11, B10 on the weapon, but otherwise its efficacy is not effected. A hit is treated like a Molotov Cocktail attack, an unmodified 4 IFT attack in Infantry, with critical Hits doubling effect and reversing positive DRM. Against any armour the basic TK is 6, with +1 for crew exposed vehicles and also for hits from the rear, (not very likely though?). The projector can be used against guns, pretty much as an infantry target with the bonus of destroying the gun and its crew with a critical hit. Any hit in burnable terrain has a chance of causing a flame, and creates dispersed smoke. The latter is very useful in hindering return fire.

On an original 12 DR, the Projector is eliminated and creates a flame in its location if in burnable terrain. The chances of this happening are slim, but it builds a case for not setting it up in K2 or in terrain where flame could easily spread to the Station. Maybe the best spot is in a trench, foxhole, or location you wouldn't mind burning?

The Mortar has long range and not much of a kick. With a spotter it can remain concealed firing from behind the Station irritating your opponent. Maybe once or twice in the game it will roll a critical hit. Enjoy this when it happens but also be pleased with the odd morale check or even PTC from the weapons and any fear it induces in AFVs. Mortars can and do knock out tanks, worth a try if no other targets are present or the enemy is using armoured assault.

Russian ATRs can try for deliberate immobilisation shots or Kills if feeling feisty. With low ammunition in place taking pot shots against Infantry at long range can be risky, but the range is useful when forcing rout.

You start the game with three Leaders and the option to purchase another three. You can exchange half of your Leaders for Commissars, a fair idea and in keeping with some of the defenders being NKVD. In a fortified location scenario rule 6 makes Russian troops fanatic, effectively a conscript squad stacked with a commissar has a morale of Eight, an elite squad ten. Keep in view all Cellars are fortified, good for a fight, not too bad for taking cover whilst trying to rally.

Some of your initial forces are fortifications, with the option to purchase more. Trenches and the lone fox hole cannot set up in paved road or railway hexes unless they also contain shell holes. They are useful spots for the Mortar or Molotov projector, and handy for providing covered routes for movement. A trench can be used as a rather feeble anti tank obstacle. Chances are good the Germans will ignore the presence of a trench, but some nervous players will drive vehicles around them, perhaps into the path of an Anti tank weapon. If you really are stuck for a good use for any trenches you have put them some where neutral so as not to provide cover for the enemy or obstruct your own forces. A fair example would be behind K2, useful for rallying troops using a commissar in the closing turns.

Wire is available, if a little expensive. A good spot would be in front of K2, but half expect it to be hit by the blast radius of OBA or driven onto by tanks. Before you consider buying any you should consider other options.

Your choices are very different from the Germans. Aside from fortifications, you have more novelty items than the attacker. Deciding how much Infantry to take is your first choice. The SMG Platoon is good value, five squads and a Leader for six points. They can CX to K2 in two turns well before the Stukas or OBA can interdict them. If you are keen on a strong Infantry force the Assault platoon of three 6-2-8 squads and another Leader plus an LMG and demolition charge

is not exactly cheap at 7 points but still a strong fighting force.

I'm not totally convinced of the value of the HMG platoon. My main concern is the time taken to get into the fight. If the .50 HMG is American it can be dismantled which helps a lot, the other HMG is 5pp and the dickens to drag to the station. Even so you could do worse than pick all three infantry platoons for 20 points plus 5 points of other stuff and have a decent game of it!

For 5 points you can choose a T34/41 with an inexperienced crew. Potentially a strong unit with good armour, and armament effective against armour or Infantry. It can even enter with riders and transport them quickly to the Station-a prime candidate for this would be part of the HMG platoon. There is some bad news though. The vehicle is radioless, has an inexperienced crew and is subject to mechanical reliability. Any NTC for non platoon movement needs to be passed by a 6 or less DR. a partial solution is to use the high MP allocation to move to a good spot on turn one and stay there. This is an expensive reinforcement, but if you want a tank this is it. Don't forget you have APCR, no don't laugh, at close range its rather deadly. Against armour the 76L armed T34 is a match for a PzIV or StuG, it is even stronger against Infantry though.

Another fairly expensive reinforcement is a 1-4-9 Hero with his preferred personal weapon a Flame thrower. From a Cellar or fortified building this guy is scary, hard to Kill and able to hit units with at least one blast of burning liquid. At the very least he should be able to delay a German attack for a turn. If used more aggressively he can try to hunt German Armour. Another use is manning support weapons or improving the effectiveness of fire groups. For three points the cost is a bit high but not exorbitant.

A bit of a rip off is the 2 point LMG, with a B10, and X11, it would not be top of my shopping list. Perhaps I'm missing something? A better buy for the same outlay would be one of up to four Fortified building. These confer Fanatic status in addition to the usual benefits they provide. I'm not sure if you could exchange one fortified location for a Tunnel. If you can the game becomes tougher for the German as the Ruskis can infiltrate back into K2 much easier. Fortified buildings are generally best used in stair case hexes in multi hex buildings. Hex K2 is a very attractive spot, right in the middle of the station and with a very good line of sight. How many fortified building you take is a personal choice, at least one seems sensible. A big inconvenience is the placement of rubble under scenario rule three, you have to purchase units before this is placed and six of K2's eight ground floor locations can be

rubbed if you are unlucky.

Placing guns in fortified buildings can be surprisingly effective. It is often fairly easy to guess the location of a gun, simply because you find a key location not stuffed with Infantry. By fortifying a ground and first floor location you could place a gun upstairs assuming you purchase a gun that is! If you purchase a 45L Anti Tank or 76* Infantry Gun be sure to read the chapter H notes. Both guns can set up in building or rubble. A slight problem is the guns are subject to ammunition shortage, every twelve shots on average will result in a malfunctioned or eliminated gun. With high chances of breakdown I'd probably not roll for 45L APCR at the first opportunity as the to kill improvement is very low (+1!), offset against the chance of a breakdown. If you like guns you might decide to take both. If you want a gun that is stronger against tanks the 45L is the better choice, the 76* is nearly as good but whacks Infantry harder. If a gun is eliminated with the crew surviving they will happily man support weapons or pitch in to melees.

At two points is an increase in SAN. A sniper activation number of five is pretty good, an activation on four rolls out of thirty six. Although six is better, it is only an improvement to five rolls out of thirty six. Not that awesome and maybe a wee bit expensive for two points. A lot depends on how many activation rolls are likely. If it appeals go for the SAN increase and good luck, if it doesn't shrug and console yourself with another choice.

Concealment counter have a lot of uses, ranging from sniper bait, though to deceiving the enemy as to your strengths and weaknesses. As all your units can start the game concealed the enemy can't really be certain what is where. Dummy counters can create dummy stacks or usefully pad out other units. For example a weak speed bump of three or four conscript squads next to the S10 to Y1 road could be embiggened by additional ? counters to look like LMG toting NKVD squads or an MG section. Buying fifteen ? counters is extreme, but if you have just one point left over make sure you take the chance to purchase a few.

HIP is a more expensive choice at two points. Any guns you buy will of course be hidden in concealment terrain, the extra purchased capability is for a squad or weapons crew. Admittedly this is one for folk who like setting traps. There are an awful lot of ideas to consider. A back field position ready to run into K2 on the last game turn with a conscript squad is a bit sneaky and forces the German to have a strong grip on the building before your last player turn. more classy would be an ambush for armour using either an ATR or Molotov Projector. An upper level

building location is dandy for this, a really nasty idea is to set up in say R2 level one and catch an AFV from the side or rear or complicate German rout as they cross open ground to assault K2.

I've yet to use, or even see anyone else attempt sewer movement in ASL although I have done it once in real life myself. Passing a 4 NTC is steep, but with a Partisan half squad you don't need to roll. This has a few potential uses. Defensively you can withdraw from the factory area back to the main defensive line around the Station without crossing open ground. Aggressively you can emerge behind the Germans. For the gamblers well you could try to infiltrate K2 late in the game. A snag with this idea is sewer movement is limited to three hexes, there isn't a manhole in another building within



A German flame-thrower team in action.

three hexes of one K2. So you can get close but not really close enough. Mmmm. By taking the partisans and giving them HIP you blow 5 points, the cost of a T34 or other rather better choices. If you enjoy sewer movement and intend to make considerable use of it, the partisans are worth having otherwise go for another choice.

OBA is handled a bit unusually in this scenario. Accuracy is high and extent of error reduced in a similar manner to a pre-registered hex. You still need to roll for radio contact and receive just one fire mission.. A 70mm or 80mm module can be chosen for three or four points. Catching the Germans in front of K2 in open ground or shell holes would be devastating. At best it will inflict casualties, at the very least impose a delay on the German assault. Against troops in buildings, particularly gutted factories, shell fire can inflict damage and similarly delay. There isn't a lot to differentiate the two modules, obviously 80mm hits a bit harder, 70mm costs less. I'd probably avoid OBA as a selection based on personal preference but used correctly OBA could be a game winner. A fair idea is to tease the Jerries with a Spotting round, daring them to charge K2 this works just as well with either module but seems to carry more menace when you hint at an 80mm battery. Keep in view OBA

does hurt AFVs'.

You start the game with both booby traps and some mines with more mines being available for purchase. Booby traps are activated by task checks. Aside from PTC, they could be triggered by an attempt to deploy or use sewer movement. The chances of activation are slim, but enjoy it when it happens. Mines are of little concern to some players, whilst others carefully avoid them. There really are a lot of places you could site mines. Mines in buildings are nasty, you can flee to cellars, up stairs or into other hexes in the same building freely, but enemies moving or advancing are subject to a 6,8 or 12 IFT attack. A snag is the possibility of OBA detonating the mines before they are stepped on. Plan B could be placement under a dummy stack, which retreats without prompting an attack. Other ideas include the open area between the Factories and railway Station, the shell holes between the factories or odd bits of unoccupied rubble. Make use of the 6 Factors of mines you receive, add more mines if an extra 6/8 factors will let you do something cunning. It might be possible to exchange 10 factors of mines to upgrade booby trap level to B, run this past your opponent or the umpire, even if you have no intention of doing it!

I think that covers your starting OB and the forces you can select from. Next we need to look at terrain. It's mostly buildings, factories, rubble, and shell holes with a few roads, railways and a few walls and hedges. There are also some unusual features sewers, cellars and terrain generated by scenario rule three.

On the defensive buildings provide good cover, concealment and slow enemy movement. The most important building is K2 the Railway station, covering eight hexes with three stairwells, ranging from cellars up to level two. Shell holes placed by SR3 may place rubble in some part of the building. In any event you will need to place or move some units into K2 at some stage in the game and defend it.

Right in front of the building are two or three open ground hexes, an ideal killing ground if the Germans attempt a direct assault to the building. A very slight problem is the presence of two walls on hexesides within this area which effect line of sight and provide some cover. These are fair spots for wire or flanking fire, the mortar also hits troops behind walls at a TEM of +1 rather than the more usual +2. If you spend the points on wire, consider placing it on the German side of a wall or hedge.

It would be nice if the Jerry's just charged into the open ground in front of the Station. This is unlikely to be there plan A, and I think you need to consider defensive

positions in front of K2 and to the North and South. I hope this doesn't sound like defend everywhere but I'll suggest a few defensive plans later, suffice to say a flanking force could be just a couple of squads.

The Northern flank is rather strong. A chain of building from M9, through J7, J8, I6, I7 and I8 all stone, and some with level one locations, J8/I8 are row houses. In front of these buildings is a nice little railroad that offers no cover whatsoever to the Krauts. The best covered position to attack it from is the M7 factory. A strong player should always be able to burst through at any selected point, this flank is not impregnable but it is stronger potentially than the Southern flank.

In the South, well its mixed news. There is building O2/N1 that is multi location so qualifies for cellars. Behind it is another small stone building in O1, and rubble in N0. This flank can be attacked from behind the cover of a long stone wall nearby and both the factory in P3, and the R2/S3 building. There are some shell holes adjacent to O2, that are very tempting spots for mines. The real problem with this flank is how do you fall back. Maybe a trench or fox hole would help in say M1, it helps you retreat but the wall on the M1/M2 hex side reduces the help it gives the enemy. Maybe I'm flapping, a commissar in a cellar would have a good chance of rallying broken troops as they would become Fanatic, not subject to DM and have their morale raised by one due to the commissars influence.

Closer to K2, look for shell holes as possible spots for mines, accepting of course you only have 6, 12 or 14 factors to use. There are small hedges in L3 and K5 that are a mixed feature. On the downside they restrict the line of sight of units in cellars, on the upside they restrict the line of sight of units in cellars! Its a feature you can use to your advantage for say broken units or concealment gain, but in turn restricts line of sight for some units some of the time.

In front of the main positions are three Factories running kind of North West, potential fast paths under cover for German troops towards K2. There are multi hex and single hex buildings nearby. I guess the crucial bit is the low cost of movement through factory hexes. Again the North is a stronger position, there the Germans have many solid jumping off points unfortunately need to cross two or more open ground hexes. In the South an attack has to cover further ground, with the first line of defence being closer, only one open ground hex to cross. If you abandon defence of positions in front of the Station its worth looking for spots with lines of sight to important spots to defend. If you think some presence is needed look very closely at the areas you choose to defend and

pay attention to small details, hedges and walls provide cover and in some cases opportunities to hit the Germans hard as they move over them.

Sewers get a clear write up in the ASLRB. Its worth noting roughly where the manhole locations exist and remembering that movement is limited to just three hexes. From the West you cannot reach K2, and neither can the Germans. This makes withdrawal from any advanced positions harder, offset by the restriction applying to the Germans as well. If you purchase a partisan unit sewer movement is automatic, otherwise a 4TC is needed. A NTC roll of 12 by the Germans would activate a booby trap in a hex that must contain a Leader which has got to be fun. If the enemy pass their NTC they can move three hexes to another manhole location. Although you need to be aware of sewer movement, it is not a game winning tactic.

I'm not sure if you can exchange a fortified location for a tunnel. These only allow one way traffic, are limited to three hexes but do not require manholes in both hexes. I'm a big fan of tunnels they can be used to reinforce a sector or alternatively withdraw units quickly and safely. In this scenario a tunnel could allow troops to fall back to K2, or to either flanking position or be used to push units behind the Germans late in the game. There are a wide range of options some are simply tactical others fall in to the realm of cunning plans. If you want to withdraw from the factories a tunnel connecting to K2 is a fine idea, use it if it appeals and you consider the 2 points it costs well spent.

Finally have a long look at board 45, its one of the newer boards and a rather nice piece of work. Most lines of sight are crystal clear with some very long ones down streets, K3 to Z10 is eye catching, as are others parallel to the factories. Chances are the Germans will rarely move in the open, but give thought to possible routes for AFVs. To approach the Station without passing through a building or factory any vehicle may have to pass within sight of some key locations. A fair example is J7, or the first level of O2. Unless the Germans decline to use armour! Time spent studying the map will pay dividends.

Seven turns is a fairly long scenario. The first two or three turns are needed to move reinforcements onto the board, with a conflict developing between the onboard forces. Given enough time the Krauts could search every building with fire attacks and gradually grind a way to the station taking the objective with low losses. Time pressure makes the job a deal harder. Before getting to the station a complex of factories and

buildings must be traversed. There is a quick way of doing this, specifically running across open ground, and a slow way, prep fire, smoke, dash or assault move one costs time the other costs higher casualties. Without any opposition the approach to the Station should take Infantry two turns. If you can increase the time taken to three or four turns, or of you can exact a price in blood great.

The next phase is the assault of the station. This must take at least two turns, probably three, again with a balance between speed and casualties. Little surprises can add to the time taken to clear the factory. For example mines, fortified locations or hidden defenders.

The game finale is your turn seven. Any troops you have left should prepare to sacrifice themselves for control of a single hex in K2. Sounds easy, sometimes it isn't. After six turns of dogged resistance, its hard to switch to much more aggressive tactics. Players all have a way of dealing with this, my own choice is to take a break, then treat the last turn as a problem, find a weakness then go all out to attack it. Obviously that doesn't always work, but I don't go down without a struggle!

Taking into account some of the above ideas I think there are about three or possibly four ways to plan your defence. A linear defence close to the S10-Y1 road might not be your best option. It certainly argues against a German rush East on turn one but is vulnerable to German fire attacks. Even if you start well, the arrival of German reinforcements should tip the balance against you. If you think this is the way to go organise your troops into three or four platoons and pick three or four small centres of resistance. Distribute support weapon to each position, with some anti tank capability, even if it is just an Anti Tank rifle. Use trenches and foxholes to link buildings or provide rout paths. This defence struggles against a meat grinder attack by the Germans which aims to strip concealment and gradually erode your forces. Against a turn one charge a linear defence has some merit, particularly if you catch a lot of Germans running in open ground. Even if you are being chewed to bits, keep in view the Germans can forget they need to gain K2 and present you with a victory!

A similar idea could use two defensive lines in the Factory area. This allows your front line to collapse and rout behind the second line for some protection. The downside is mainly less troops up front.

Point defence of K2 with your initial OB, soon to be joined by any reinforcements can be successful, if a cautious German player slowly reaches the Station delayed by fortifications, a small proportion of your

forces or concealment counters. A big worry is OBA hammering the Building, very scary if 150mm shells are destined, bad news even when 80mm mortar fire is arriving. With a point defence there is always scope for using troops or fortifications in front of the main position. The Conscript squads are fair cannon fodder and would only clutter up K2 otherwise.

Although point defence refers to the defence of a particular spot, it doesn't necessarily mean that area or location has to be filled with units. You can defend a position without actually occupying it in great numbers. Hope that doesn't sound like Zen, the idea is common in Chess. A fair example of this is a killing ground in front of a defensive location that is swept by fire, effectively controlled without being occupied. It is possible to limit the forces in K2 to three or four squads, and defend its approaches by units to the North or South. Be careful, it is very embarrassing to lose K2 to a coupe de main and face the prospect of retaking it.

A more useful plan is loosely based on the scenario description. Use the factory Militia (4-2-6 squads) as a blocking force, with the NKVD at the Station. Backing the conscripts up with concealment counters will add to the delay or casualties they inflict. Barring extraordinary luck the Germans should only lose a turn or two to bypass, neutralise or eliminate the factory Militia. Small forces in the buildings North and South of the Station can offer long range fire support or stay concealed waiting for the next German assault.

In all the above cases any reinforcements are rushed to the Station staying out of enemy line of sight. Although the thrust of all the basic defensive ideas is delay you will inflict casualties. Some of this will be from fire combat, but don't be shy of hand to hand. There is no easy answer as to when to open fire and lose concealment or when to remain concealed hoping to ambush the enemy. Choices like these can be reduced to mathematical formulae but there is a lot to be said for judging each case on its merits. Don't beat yourself up if you make a poor call occasionally, games are rarely that close.

If you start racking up casualties and become close to the 22 CVP limit by knocking out some armour, and your own forces are reasonably strong give thought to seeking out further CVP. Odds are this will not happen in too many games.

I've been a bit vague on what constitutes your reinforcements or even on board units, sorry, but that is the nature of this scenario! The Guns if selected are best used on the flanks, holding their fire if Armour is approaching, blazing away if clearly there isn't any coming. Don't dawdle with any-

thing moving on, I doubt delaying reinforcements really helps you. The only choices I'd shy away from are the expensive LMG, and maybe the T34....although it does have an appeal. The Hero and Flame thrower are a bit expensive, the Partisan half squad is also a bit dear, but everything else pretty much gives good value for the points spent. As always back your own ideas, if you are convinced a T34 with a Hero rider brandishing a flame thrower is for you, try it.

Do not be put off by the selection of forces, if you really are stuck, well how about :- SMG Squad 6 points, Assault squad 7 points, 45L gun 3 points, 70mm OBA 3 points, SAN increase 2 points and two fortified locations for 4 points. If you blag the balance add a T34 or the Hero and flame thrower plus a bit of wire, mines or another fortified building. If you lose very badly with that little lot then I owe you a drink.

As always, a clever selection of units and cunning set up gets you into the game. To win you need to work hard, delaying the Germans, slowly giving ground or inflicting casualties, falling back towards the Station. Expect to make some mistakes, be surprised by some features of the German attack and a close struggle on turn seven.



General von Paulus inspecting an airfield.

German Set up

Bad news first. A casualty cap is in place, introducing a sudden death loss if you suffer more than 22 CVP. That is quite a low ceiling, say eleven squads, which builds a case for being a bit careful with your troops. Valuable units such as Leaders and any AFVs you take can give the Ruskis a lot of VPs very quickly, try not to sacrifice them without gaining something in return.

Assuming you stay below the CVP cap your Victory depends on gaining control of all non rubbled ground level hexes of Building K2. Part of the building may be rubble as a result of Scenario Rule three which can

rubble six of the eight building hexes at the start of the game. You can destroy building with , placed, thrown or set demolition charges, Stuka attacks or 80mm and 150mm OBA. Falling rubble and collapse of burning buildings can help, but it would be very rare for you to be gifted a win due to all of K2 being rubbled. In the unlikely event of K2 being totally rubbled, remember you are still subject to the casualty Cap and Ivan Frontovich's only chance of winning is to inflict casualties, a hasty retreat is a fair idea.

Whilst you should be aware of extreme possibilities in almost every playing of the Central railway station you will need to keep your casualties low and gain control of all the ground level (non rubbled) building hexes of K2. To do this you must estimate the enemies defensive forces and set up, critically evaluate the terrain, select and organise your own troops, and prepare your attack in the time available. Rolling low will help, more important is your own morale. Be confident in your choice of units, formulate a definite plan of attack that can cater for any Russian cunning or surprises you encounter and you have at least a 50% chance of winning.

Russian at start forces are numerous and well equipped. Twelve squads, two crews and three Leaders with ten support weapons even before the Ruskis dip in to OB purchase points. The squads are split equally between Elite, first line and conscript Rifle squads. Fortunately these units suffer from ammunition shortage. Boxcars rolls can ELR reduce a squad, or Eliminate a Support Weapon, not bad when the attack is often likely to cower on the same roll and do you very little damage. For weapons with an original B11, low ammunition means they are B10, X11! More good news ELR is fairly low at 3, this isn't critically low but does help you a bit. Expect to see one or two commissars, they are superlative units in defence and teamed up with Elite squads can soak up a lot of fire power. The Ruskis are also tough in close combat or hand to hand. All elite and first line squads are stealthy ramping up their chances of a successful ambush, in most cases it nearly double them! With close combat an option you really do not want to be ambushed.

Stealth increases the risk of search casualties. Something I only recently learnt is that you can suffer casualties when searching an unoccupied building if booby traps are in place, as they are in this scenario. Booby traps are a nuisance that can inflict casualties on you. On a NTC roll of 12 random selection is used to determine a unit or units to casualty reduce. Try to keep the number of NTC within sensible limits and accept the odd PTC can be failed and subse-

quently followed by a booby trap attack.

In addition to on board units the Soviets can purchase 25 points of units for on board set up or reinforcement. Its impossible to be certain what you will face, in some games you may encounter a mass of fortifications, in others hordes of Infantry, or a couple of guns or a Tank. This scenario would be a lot easier if you knew with certainty what you faced.

The Russian can choose between five reinforcement groups. A T34/41 with an inexperienced crew is a bit of a wild card. As it is subject to mechanical reliability and its crew are inexperienced there is a very real chance of its gun being broken or destroyed every time it fires, a risk of immobilisation or stalling when it attempts to move, whilst lack of a Radio requires a NTC against a morale of six just to allow movement. If any of this happens enjoy the moment. More worrying is a T34 that plonks itself some where useful and starts spitting out HE or AP and machine gun rounds. Chances are you will not see a Russian Tank, but your plans should make some allowance for the possibility.

Some of your opponents will be drawn to the Hero with a Flame thrower. This is an expensive selection but quite worrying. Barring a sniper attack the guy is almost certain to reach K2 and either wait for you from a comfortable Cellar or take an active roll in the defence of the Station. Be pleased if you don't see this unit. If faced with it be careful. At three hexes or more range the FT is harmless, if you have the time kill the Hero from a distance. If time is pressing overload the defence giving the Hero too many units to fight against. Aside from being deadly against Infantry the Flame thrower has some limited Anti Tank ability.

Almost certainly you will face one or more reinforcing Infantry platoons. The HMG platoon brings a Leader, two crews, a HMG and .50 HMG to the party. They have to move across board 45 to K2 to reach the action but can do this fairly quickly if the .50 is an American Browning it can be dismantled and both MGs can be in K2 in two turns and blazing away within three. If both MGs are big Russian jobs on wheels they can just about reach K2 in two turns if they CX alternately or each move with a Leader. Neither gun is subject to Low ammunition, both can hit hard and do damage against troops in buildings and are positively murderous to troops in the open, keep in view they are free to use fire lanes. Blind them with smoke, stay out of line of sight and try to fight them either in close combat or by Artillery Armour or if you really have to, your own MGs directed by a Leader with a negative modifier. The HMGs can set up in AA

mode, to oppose any air reinforcements taken. Don't discourage this cunning plan if you haven't taken Air support.

The MG platoon attraction is fire power. The SMG and Assault platoons offer tenacious defenders, well led, fairly numerous and in the case of the Assault squad well equipped. The SMG squad is strong in close combat and at five squads numerous. They are short ranged units, half expect to see them in K2 gaining concealment and skulking followed by at least some of them thrashing around in Melees.

The Assault platoon is only three squads, but these are 6-2-8s' with a Leader LMG and a Demolition Charge. The DC will likely be kept in reserve to form part of a late game attack or maybe less often it will be used earlier in the game if expedient. The Ruskis can set the charge, drop it from the second level or use it as an Anti tank weapon. If you capture it give it back to them with the fuses lit as soon as you can. Although the assault platoon brings more elite troops it doesn't bring very many.

For on board set up the Russians can select from a wide range of items. At start they receive 6 AP mines with the option to purchase another 6 or 8 factors. It is difficult to find these by any other method than activating them. OK you can search to an extent but there are an awful lot of places they can be. Moving in large stacks is asking for trouble, even worse restricting movement for fear of mines. Treat it as a defensive feature that can be seen as a couple of 6,8 or 12 IFT attacks.

I am not sure if 10 mine factors could be exchanged to raise Booby trap level from C to B, one to discuss before play starts! Booby traps do cramp your style a bit but mines can be more of a worry if placed in front of K2 in shell holes, or anywhere you move over a lot.

Just as you worry about the Russians choices, part of his planning will be anticipating your own choices. If you are equipped with Armour his countermeasures are limited. Close combat is always a threat, whilst ATRs and the Molotov projector are conventional Anti tank weapons. Even the 50mm Mortar can do damage. In each case the chances of a kill are slim. The Reds might find either the 45L or 76* guns attractive as Anti tank weapons. Both can Kill an AFV. If you haven't any armour both guns can work against Infantry. Both guns suffer from ammunition shortage. Stay alert to the possibility of guns, the best defence is line of sight, the best attack against them is usually Infantry or second choice OBA. The 76* is very potent against Infantry, the 45L slightly less so. Remember both guns can set up HIP.

For two points the enemy can use HIP for a squad with accompanying support weapons and SMCs. You could face a basic Infantry Ambush or something nasty with the molotov projector. These are serious threats. More devious a unit hidden in or near K2 could make a last turn appearance to seize a building hex. Be in K2 in strength to make this difficult if you think the enemy has a unit missing and two points unaccounted for.

Russian Artillery modules are modestly priced but limited to either 70mm or 80mm. Both are effective against troops in the open, not too bad against troops in factories and deadly if they catch you in the open. A leader will be tied up directing fire for at least two player turns. Keep your fingers crossed for a broken and subsequently disabled radio occasionally. Keep troops away from the expected impact zone, kill or break the radio operator if you can.

Sewer movement is an option for both players. A 4 TC is tough to make but not impossible. The Ruskis can opt to enlist the help of Stalingraders acting as guides to the sewers. The 1-2-7 Partisans have limited ranged capability and restrictions on close combat. Prepare by reading the sewer movement rules and being familiar with the location of all the manhole covers on the board, when you look closely there really are not that many.

I'm a big fan of snipers in the game. More than once a sniper attack has brought me back into a game and as a Russian player I'd be inclined to take the option of +1 SAN, even though it is expensive. German SAN is a very reasonable 4, good but second to Soviet SAN of 5 or enhanced SAN of 6. Expect a lot of attacks in either event. Not rolling SAN is the best possible defence. Gen up on Sniper checks, use half squads and dummy counters as sniper bait and avoid being in really big stacks for no good reason.

A scenario rule makes Soviet troops in fortified locations Fanatic. Fortified buildings are difficult to storm making a case for at least one in K2. Flame throwers do not respect fortified buildings TEM, demo charges can breach them, OBA or strong fire attacks can break or kill the occupants. The worst case is finding a building is fortified when you try gamely to advance into it! More often the fortification will be revealed before hand when the TEM is claimed or Fanatic status declared.

If the Ruskis can exchange fortified buildings for a Tunnels that becomes something else to worry about. Discuss this option before play. I don't like the idea of fighting against up to four tunnels, fortunately for every tunnel taken the Reds have less troops or other units.

Russian trenches can be used to connect sectors or the defence or as feeble anti tank obstacles. Bog is a possible result of driving a vehicle over a trench, not a massive problem if you still have a line of sight that can influence play. The Ruskis start the game with two trenches but can't see them buying another three!

Another defensive option is wire. Very nasty stuff if protected by fire, most likely to be found in front of K2. Smoke, AFVs and OBA all have some uses against wire, plan B is to go around it. The counterpoint is the cost of wire, if you can see three wire counters the enemy has less troops.

Both sides receive some concealment counters and can purchase a lot more. It is a good use of spare points. The uses they can be put to are legion, dummy stacks, sniper bait, adding height to stacks A nasty trick is to move them over mines, it really is embarrassing if you are duped.

Very briefly can't see many Russians taking the extra B10, X11 LMG, given they start the game with three MMGs' and three LMGs' or am I missing something?

Which describes the enemy. As play progresses you will get a better idea of the composition of the enemies forces. In many games the SMG and Assault platoons will appear, backed up by a "gun", OBA and a few items from the fortifications list. Whilst this is undoubtedly fun, in practice many choices are equivalent. The worrying aspects of the enemy is his units may be counters for your own choices. For example you have picked both the StuG and Pz IV, and find you are facing both the 76* and 45L guns with a T34 frantically rolling TCs to move towards you. Is this bad luck or was the selection of both armoured units a bit of a gamble?

Your initial forces are a good starting point for building a strong attacking force. Thirteen squads, and four Leaders including a 9-2, backed up with four LMGs and a MMG is comparable with the Russian force. An ELR of four will help you suffer less ELR replacement than the enemy. Your own SAN is within an Ace of the Russian a very reasonable four. You do have a disadvantage in close combat or rather Ambush situations against stealthy Elite and First Line Russian Squads. In a fire fight you have a range advantage and are not subject to ammunition shortage. Worth remembering squads can try for smoke, a first line squad has a one in six chance, an elite squad one in three. Worth considering as part of an assault move. This force splits nicely into four platoons of three or four squads. Maybe one could be a weapons squad focused on fire support from the MMG and one or more additional LMGs.

Aside from the initial concealment

counters you are given, you can purchase additional ones. Chances are most of your troops will be firing or moving forwards to lose concealment on turn one. The ? counters given can be used to deceive the enemy as to your troops location, create dummy stacks to draw sniper fire or pushed forwards to force the Reds to reveal one or more units. Low cost concealment counters are a fair idea if you only have a purchase point left.

A reasonable alternative could be a Machine gun. Additional LMG, MMG or HMG are one, two or three points respectively. Two squads with a pair of machine guns and the 9-2 Leader attack concealed targets in stone buildings with upwards of a 6 IFT +1 attack, even better when concealment is blasted away. With 9-2 direction a MMG and HMG an unconcealed target is in line for a 20 IFT attack at +1 vs a stone building, +2 vs a fortified location. Adding more firepower is probably over kill. Make a decision on MGs after you have picked other more expensive units.

Two slightly dearer support weapons are the 75* Infantry Gun and 50L Anti tank gun. For the first couple of turns both can blaze away at front line units. As you move towards the Station their support becomes less valuable. Have a look at the counters and please read the Chapter H notes carefully. The 50L is primarily an Anti Tank Weapon with a basic to kill of 13, or 17 with APCR. If a T34 appears turret armour is 8, Hull 11, giving you very credible chances of damage with APCR less of a chance with regular AP. A very reasonable tactic might be to start with AP trying for deliberate immobilisation then open up with APCR looking for a kill or inducing the Inexperienced crew to bail out. If no armour appears the 50L can hurt Infantry, rate of fire of three and an unmodified hit on the 6 IFT column is not to be sneezed at, as you gain acquisition chances of a critical hit rise. In the anti personnel role the 75* is just a tad stronger, in so far as 12 IFT attacks are "better" whilst a 24 IFT critical with reversed TEM can be expected to do damage. Against tanks the infantry Gun is weaker, With HEAT its to kill is only 13, you can still try for deliberate immobilisation using HE (just!). Both guns have a very real weakness, mobility. Both guns are M10, making movement reasonably certain, most game turns you will be able to move one hex, occasionally two. If gun movement is critical, well, you can use Infantry to help push, or a Leader to encourage the process and add MF. If you like guns one or other is a good choice, maybe the 50L has a slight edge. If they are sighted to a lot of targets they will give you value for the points spent, unfortunately the enemy can defend against the threat by moving out of

line of sight very easily.

For three points you get an 80mm OBA fire mission and a radio. This does pull one Leader away from the front line in exchange for a very accurate Artillery module. Disregarding really bad luck, you should be able to land a couple of fire missions on a Target of your choice. This could hit the Station or another stronghold. You can choose two Missions if you see value in OBA. An 80mm OBA attack can cause morale checks on troops in buildings or factories, but is not terribly effective against troops in fortified ground level locations of K2. The Module be Smoke offering a safer way to cross the open ground in front of the factory than following up a HE attack. If the idea of smoke has a strong appeal you can take two Missions one to break into the Factories, one for the big push against the Station. There are two snagettes to consider, breaking the radio, and tying up a leader as an observer for most of the game.

For two points all your Leaders (except the 6+1 Leader) are issued with single use Smoke Grenades. Potentially very useful for offensive action, not the least because it is absolutely certain to arrive. If you have plenty of other sources of smoke, say a pair of AFVS, Engineers or a destined for smoke OBA module this might not be your very best choice.

Another two point choice is a reconnaissance Die Roll halved with FRU. You can enhance this roll by eliminating one or two Half squads. If you go for the search and plan to sacrifice squads it make sense to use 2-3-7s' rather than 2-4-8 half squads. If you strip concealment or better yet find a hidden unit great. This works best in conjunction with a cunning plan. For example you might want to bring on a tank but don't want to be ambushed by a Gun, using search you can try to reveal enemy units in particular areas. If you roll a six and reveal a big chunk of the enemy's defences marvellous, its a bit tougher when you roll low and reveal a single dummy stack.

The last choice for on board set up is unusual, four sniper checks that can be taken after a Russian Sniper attack. If the enemy has enhanced his SAN this can take some of the sting out of his attacks. You can still make regular sniper checks. If you are lucky you will not be subject to any SAN attacks, slightly less lucky and you might weaken the enemy by a series of successful Sniper checks. A nice idea and one that might show up in other scenarios.

Aside from the units above which are available for onboard set up, you can choose from a list of other units as reinforcements arriving on the Western Board edge. The choices span Infantry, Armour, OBA and

even Air Support.

German Infantry reinforcements are expensive. At eight points an Assault Platoon fields three 5-4-8 squads, each with an LMG and Demolition charge led by an 8-1 Leader. They qualify for a -1 modifier in CC/Melee, very useful as against a rifle quad their attacks will be 1-1, whilst Russian response will be at 1-2 odds. For Nine points you can purchase a two squad Engineer platoon, both 8-3-8s' with a LMG, Flame-thrower and two demolition charges, an 8-0 Leader and a Hero. Part of the attraction of the unit is the smoke making capability, they can pop smoke on a dr of 5 or less, very, very useful. If you are taking just one platoon then Engineers just have the edge. If you like Infantry for the mission taking both still leaves you eight points to spend.

Armour choices are a StuG IIIb, and Pz IV-f1. Both have 75* min gun, sD7 smoke dischargers, HEAT (H6), limited Armour Piercing rounds (AP7), and plenty of smoke (s9). Both come with a -1 Armour Leader, have a frontal Armour of 6 factors, and the same movement allowances. The StuG has a higher rate of fire, the Pz IV 8 Factors of MG armament. The StuG is harder to hit as it is a small target the Pz IV has a higher crew survival number...trivial till you are knocked out and face losing two points if you can't roll a four! The Armour is at its best providing direct fire support, smoke for cover and moving through ground swept by small arms fire. Against Anti tanks weapons they will struggle. If faced with a sudden unexpected attack by a Gun or molotov projector, try for smoke and move out of line of sight. Duelling with a T34 is a possibility but not the best idea. More on armour later, if you fancy both vehicles you will have to take less Infantry, if you feel a need for just one, the StuG has the higher rate of fire and costs a point less, maybe it is a bargain? Without any armour at all you can still have a strong Infantry force.

A feature of ASL is allowing Leaders to act as radio operators. A 6+1 Leader is provided with the 150mm OBA module. At a pinch he can join the fight after completing his fire direction, rallying any stray squads, and helping them move forwards. At five points the fire mission is not exactly cheap, and limited to HE. With 150mm shells you can create shell holes, remove wire, mines or entrenchment's on an original KIA result, that is a 5 or less. Rubble is a distinct possibility but by no means certain. Perhaps the best use is against Building K2, a SR placed in a central location will worry the defenders, once the shells have fallen the dread passes. How valuable this module is depends on how many troops are effected by its blast area, the more the better.

The unusual limitation on OBA missions makes the Stukas with bombs more valuable than usual. The air support rules do go on a bit but pretty much you should be able to hit a couple of hexes with your Aircraft. A 200mm Bomb is very destructive, with the potential for Rubble, fortification removal and creation of Shell holes. They are pretty good against tanks and should be able to kill the T34 if it is being problematical. Obviously the planes cannot do everything, being limited to just two potentially very dangerous point attacks. A big asset is their extended line of sight behind the enemy front line beyond reach of your other units. The Russian HMG platoon can be used against the Stukas if it forgoes a more active role in defending K2. The Stukas are a good choice if you enjoy planes or wish to experiment, they are around for two turns and are moderately low cost. They are a reasonable choice if you are given the balance along with a LMG say. If you find the Air support rules a bit much there are other choices.

The crunch question is what to choose. The good new is the points system gives very fair values to most of the choices and you could play this game with a random selection of units and still enjoy it. If you have a strong personal preference for a particular unit build your force around that. For some the StuG will be favoured, others will like the Engineer platoon and there will even be fans of 150mm OBA.

If you are a bit undecided my own choice would be an Armour Heavy force of the StuG, Pz IV, and the Assault platoon or the Engineer platoon, an 81mm OBA mission, and an LMG. not guaranteed a win but a credible force. I'd be a bit cautious with the Armour using line of sight as a primary defence.

With enough time almost any force of German troops could take the Station within the casualty cap. Although seven turns looks like a long time you have a lot of work to do. Begin by organising your on board forces. If you have taken an 81mm module designate a Leader as an observer and position him to direct an early fire mission or keep him safe to provide fire support perhaps smoke later. The rest of your troops can be formed into platoons of 4 or 5 squads. A MG platoon of Elite squads and the MMG led by Mr 9-2 is a fair idea. A pair of deployed 4-4-7 squads and a dummy counter can look much like an Artillery observer and you should not miss their firepower.

The plan is to move through the Factories and into the Station. Initially you move through the Factories and buildings East of the road, prepare to assault the station and finally clear the building.

If the factory area is lightly defended you can achieve the first stage very rapidly. Look at the location of concealed enemy units and try to determine his strength. This is never easy but always worth doing. Hidden units are a wild card, but any stacks strength can be estimated. for instance a single counter could be a dummy, squad, or a Leader, two another dummy, weapons team, or squad and LMG, or a single unit and two ? counters, three gets into the realms of MMC, MMG and Leader. For a single stack it is hard to know what is there, but for a defensive position like this you should get some definite idea of the defences. To cite an absurd example everything could be in the factory and you would only need to plan for Hidden units during the approach. At times your assessment will be flawed, but most of the time you will guess right. Use deployed squads to probe the defences and search. Expect some casualties at this stage, up to two squads is acceptable. It is probably not worth searching factories as you will move through them, but Multi level build-ings do need exploring. Bring your reinforcements on quickly, keeping them out of line of sight of any known or suspected enemy positions. Time is pressing but you don't need to be reckless on the first couple of turns. The 3rd Battalion needs to clear the Factories and building on the approach to the station but can take two or three turns to do this. Avoid close combat. The best way to kill Ruskis is with fire power, driving them East into open ground. Mop up when you can, it really annoys people for some reason!

A fairly broad sweep across the whole board will work, equally good movement down one or both flanks. What is best should be based on enemy dispositions and the next stage of your plan specifically the approach to the Station.

The Southern flank of the Station is the most attractive route, followed by the Northern Flank, the least attractive route is a direct frontal attack across open ground and lot of it! You might even decide an attack on both flanks is needed, this is likely if the defence is concentrated just in the Station. Decide on a line of attack before you start placing units. Grind your way forwards and be within striking distance of the Station by turn 5. There will be nasty surprises along the way. Mines, hidden units, misjudged enemy stacks, the odd painful Sniper attack, a booby trap or two and some really annoying die rolls. You will have had some casualties, and will have destroyed some enemy units, seen others run out of ammunition and a few summarily dispatched by a commissar. Even if you are doing well, still with lots of troops, and even some Demoli-

tion charges or flame throwers you must concentrate on the next stage of the attack.

The objective is to control all of the non rubble ground level locations of the Station. If any of K2 is rubble you don't need to occupy it. If building hexes are burning you must control the majority of adjacent accessible hexes, or hope for building collapse.

Enjoy this final part of the game. Everything that preceded it, the planning, force selection, drive to the Station, has been leading up to the last two or three turns of the game. If you are ahead in terms of casualties and the forces you face three things can defeat you bad luck, bad play and time, bad luck is the only one you cannot do anything about. If you have had high casualties and still face a substantial force play on till you blow the casualty cap. I'd respect anyone who pulled off a win, hopefully I wouldn't still be rolling dice after losing over 23 CVP unless my opponent agreed to playing on for the fun of it.

As the attacker the burden of clever play is on you. You need to manage conflicting problems, the most difficult is getting the job done in the time available with low casualties, but there are numerous sub plots ranging from avoiding enemy anti tank assets with your armour, through picking the right targets for OBA, Air support or even demolition charges. Then there is the need to continually estimate enemy dispositions and cater for any impact new intelligence has on your plans. Your opponent will give you some help though! Ammunition shortage will replace his squads, malfunction and eliminate his support weapons. He may also find he needs to relocate his units to meet your well directed attack.

Conclusion

Part of the attraction of this scenario is the freedom to select part of your force from a table. This reminds me of early days in wargaming when I used to spend literally hours trying to come up with the perfect Ancient Army (in most terrain it is the Huns or Scythians, erm horse archers guys). Here there is choice, but the points are very well balanced and you would struggle to pick a selection that would cost you the game. To lose you need to be unlucky or play badly.

Although the force selection needs thought, and if you pick right can give you a very slight advantage, the actual fight is very important and challenging. The battle is for the factory but important preliminaries are the defence/attack of the Buildings East of the road and the selection of an entry point or points to the Station.

If you like campaign games chances

are you will enjoy the Central Rail station a fair bit. I enjoyed the force selection and the game itself, in my opinion this is a very clever design. It does have one flaw.....the unit tables are printed on the same piece of paper as the scenario card and I'm too idle to use a photocopier. Hope this encourages folk to play the scenario it is a beaut and pay dividends on planning and intelligent play.

Final thought this might be a good learning scenario for newbie, giving them extra points and playing a couple of times. The force options may allow demonstration of air support and OBA and if you are not being madly competitive walk the newer player through the game rules.

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Continued from page 20

in so far as crossing the higher plateaux become more fraught, FT are out of range & most of your fire attacks are at longer range. The counters include Artillery, and using "shell holes" to place flame & hopefully blazes in brush hexes.

The key decision is how much force to allocate to assault, as against fire support. An extreme view leaves the mortars unmanned and uses all available squads and half squads plus two leaders for a push across the Hill. This is effective against timid opposition, less effective against an opponent who realises you are over extended and comes out fighting just as you arrive in the middle of no mans land. the obverse approach tries to clear the Hill with raw fire power. Perversely this works well against an aggressive opponent, less well against a timid soul who stays concealed and out lasts your attacks. a successful attack will find the perfect balance of assaulting units and fire support. If you can gauge your opponents strategy exactly you deserve to win, but as always less than perfect but sound play should be rewarded with a win.

As usual pretty vague advice! If you need a more specific plan, well try this. Use

one leader on each flank with three squads, a FT team and some LMG. A third (Leaderless platoon) mans the MMGs' & Mortars and acts as a reserve to salvage a disaster on either flank or to reinforce success. Using the FOO as the Leader of the reserve platoon is an idea.

In a game of just five turns you really must keep an eye on the clock. Stay focused on the objective of clearing the Hill. That is what you need to win, your own casualties are not an issue. You still win if your entire OB is destroyed and the Hell Divers do the job, or a last ditch SAN attack flukes it for you. Do not dawdle, do not be reckless just for the sake of it. Thinking in terms of objective lines can help, alternatively aim to nearly always move forwards in the advance phase and have at least some units gaining ground by assault movement in the movement phase.

To win you need to work very hard, sometimes being lucky will help. Your forces can dish out a lot of grief, which the large PAVN OB can sometimes absorb. Victory is never certain, as compensation you play with a lot of cool stuff, FTs, Hell Divers, Tanks, superlative Infantry and serious OBA. This is one of the best combined arms assault forces I've seen in ASL, with a couple more squads and more Leaders the PAVN would face a desperate fight.

Conclusion

This is a nice sized scenario with a good range of support weapons and clear Victory conditions. The burden of clever play is on the French, exploiting any armour, artillery, air support or support weapons effectively. The PAVN player also needs to be clever, making the best use of his position, wide range of support weapons and significant numbers of troops.

The crunch might be the arrival of French support elements. If the tanks are immobilised en route to the Hill, the planes fail to arrive, or are ineffective when they do so, or if the OBA doesn't prove at all effective the PAVN benefit. If one or more of these circumstances arises then obviously they benefit the PAVN, the French can still win, but will need to adapt to the fresh set of circumstances.

The flip side, well if the OBA starts on turn one and lasts till the end of turn five, whilst the Hell Divers arrive early to good effect, whilst the tanks climb the Hill and become very active, then the French should have an easier game. Both sides should play to win, plan B if all goes against you, play for a fun & blame your defeat on luck.

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"A CALL TO ARMS!"

This is the latest edition of the ASL Players Directory.

It is broken down by country. Within the country, players are listed according to their ZIP/Postal Code.

J. Marrinan, 63, Mc Kee Park, Blackhorse Avenue, Dublin 7 (31/12/94)

Australia

R. Cornwell, PO Box 252, A-2533 Kiama MW (31/12/94)
N. Hickman, 12 Blampied Street, Wynn Vale, SA 5127 (28/10/97)
Mark McGilchrist, 7 Smith Street, Bexley, Sydney, NSW 2207 (09/02/97)

Austria

Jeff Crowder, Erdbergstrasse 74/17, 1030 Vienna (24/04/99)
M. Holub, Peter-Neuschmidt Str. 10, A-6363 Westendorf (31/12/94)
Ronald Novicky, Hoffingergasse 12-14/9/13, A-1120 Vienna (04/02/01)
F. Schonbauer, Institut für Softwaretechnik., Resselgasse 3/188, A-1040 Wien (31/12/94)

Belgium

J Baines, 2A Vijverlaan , B-2020, B-2020 Antwerp (31/12/94)
Y Barette, 52, Rue du Chateau d'eau , B-1180, Bruxelles (31/12/94)
T Bauwin, 23, Avenue du Cerf-volant , B-1170, Bruxelles (31/12/94)
Serge Bettencourt, 11, Rue Fontaine d'Amour, B-1030, Bruxelles (31/12/94)
D. Boileau, 15, Avenue Rene Stevens, B-1160, Bruxelles (31/12/94)
Mr. Bosmans, Koningin Astridlaan 180 , B-2800, B-2800 Mechelen (31/12/94)
J.P Buchkremmer, 20A, Rue du College , B-5530, B-5530 Godinne (31/12/94)
T. Cavelier, 22, Rue O. Maeschalek, B-1080, Bruxelles (31/12/94)
F Colard, 46, Rue de l'Abbaye, B-7801, B-7801 Ath (31/12/94)
J.P Dasseville, Reginalaan 3E , B-8670, B-8670 Oostduinkerke (31/12/94)
R De Sadeleer, 1, Quai des Peniches, B-1210, Bruxelles (31/12/94)
F. Delstanche, 107, Av G. Latinis, B-1030, Bruxelles (31/12/94)
J.M. Dricot, 7, Avenue des Grenadiers, B-1050, Bruxelles (31/12/94)
P Dutrieux, 38, Polderstraat , B-9500, B-9500 Geraardsber (31/12/94)
A. Gottheiner, 11, Avenue Feuillien, B-1080, Bruxelles (31/12/94)
P. Henderyckx, 11, Sint-Johannastraat, B-2160, B-2160 Wommelgem (31/12/94)
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Vincent Kamer, 275, Albert Ier , B-1332, B-1332 Genvai (31/12/94)
D Kronfeld, 70, Avenue Houzeau , B-1180, Bruxelles (31/12/94)
P. Lanote, 91, Avenue Gevaert , B-1332, B-1332 Genvai (31/12/94)
A Lens, Saulcoir, 1A, B-7380, B-7380 Quievrain (31/12/94)
O Leo, 37, Rue des Glaieuls , B-1180, Bruxelles (31/12/94)
Philippe Leonard, 212 Avenue des Hospices, B 1180 Bruxelles (10/12/01)
P. Lesage, 184, Avenue du Roi, B-1060, Bruxelles (31/12/94)
R. Letawe, 181, Av. des Croix de Feu, B-1020, Bruxelles (31/12/94)
V. Libert, 43, Rue de la Vignette, B-1160, Bruxelles (31/12/94)
J.P Mahieu, 9A, Rue des Hirondelles , B-519, B-519 Spy (31/12/94)
J.L Maistraux, 13 Rue du Maieu Carlot , B-7387, B-7387 Honnelles (31/12/94)
H Mielants, 43, St Lievenslaan , B-9000, B-9000 Gent (31/12/94)
X Mols, 7, Rue des Champs , B-5030, B-5030 Gembloux (31/12/94)
J.L Morelle, 15, Rue Famenne , B-5590, B-5590 Ciney (31/12/94)
B Postiau, 52, St-Antoniusslaan , B-1700, B-1700 Dilbeek (31/12/94)
P. Ramis, 18, Rue Leanne , B-5000, B-5000 Namur (31/12/94)
Pedro Ramis, 18 Rue Leanne , B-5000, Namur (15/11/96)
Luc Schonkeren, Borsbeekstraat 43, B-2140, Borgerhout, Antwerpen (14/11/02)
C Sref, 109A, Avenue Jupiter , B-1180, Bruxelles (31/12/94)
M Steenwege, 74, Rijshensvelstraat , B-2600, B-2600 Berchem (31/12/94)
Bruno Tielemans, Smoutmolen 7, 1640 Sint-Genesius-Rode (15/11/96)
Yves Tielemans, Stationsstraat 154, 1640 Sint-Genesius-Rode (15/11/96)
M Valkenaers, 1207 Chaussée de Wavre , B-1160, Bruxelles (31/12/94)
B Van Wassenhove, 12, Avenue Isidore Gerard , B-01160, Bruxelles (31/12/94)
G Verdonck, 28, Morselveldenlaan , B-2640, B-2640 Mortsel (31/12/94)
Jan Verreth, Trompetvogelstraat 29, 2170 Antwerpen (15/01/97)
J Vrijdagh, 46 Dennenstraat, B-2800, B-2800 Mechelen (31/12/94)

Canada

Martin Hubley, 105 Melrose Avenue, Halifax, Nova Scotia, B3N 2E6 (14/10/97)
L Fernandez, 3220 Milleret, Ste Foy, Quebec, G 1 X- 1 N8 (31/12/94)
I Gongora, 3316 Edouard Montpetit #10, Montreal, Quebec, H3T 1K5 (31/12/94)
Michael Rodgers, 5187 Beamish, Pierrefonds, QC, H8Z 3G4 (02/09/99)
Adrian Earle, Apt 201, 17 Martborough, Ottawa, K1N 8E6 (24/04/00)
Jim MacLeod, 978 Strathcona Street, Winnipeg, Manitoba, R3G 3G5 (25/11/96)
Rick L. Fortier, 766 Brock Street, Winnipeg, Manitoba, R3N 0Z5 ()
George Kelln, 350 Kenaston Blvd., Winnipeg, Manitoba, R3N 1V8 (31/01/01)
D Matieson, PO BOX 3124 Medley, Alberta, TOA 2M0 (31/12/94)
R Sanderson, 19005-76th Ave, Surrey, British Columbia, V4N 3G5 (31/12/94)
S.P Smith, 1001 1 NE 9th Street, Vancouver, WA98664 (31/12/94)

Denmark

Michael Hastrup-Leth, Favrholmvanget 15, 3400 Hillerod (30/10/99)
Pens Klynsner, Egilsgade 2, 2. t.h., 2300 Copenhagen S (25/02/99)
Peter Lageri, Tolderlundvej 86, Iiv, 5000 Odense C. (15/12/96)

Eire

Paul Boyle, 24 Lennonstown Manor, Dundalk, Co. Louth (17/03/02)

England

Pete Bennett, 84 Littlebrook Avenue, Burnham, Bucks. (16/09/02)
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire ()
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire (23/10/98)
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent (15/11/96)
Mike Brewer, 6 Goldsmith Way, St Albans, Herts, AL3 5LG (01/03/02)
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG ()
Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., B44 0UU (18/11/98)
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP (31/10/96)
Stuart Brant, Flat A, 1186 Evesham Road, Astwood Bank, Redditch, Worcs., B96 6DT (28/01/02)
Jeff Hawarden, 9 Laburnum Road, Helmsshore, Rossendale, Lancs., BB4 4LF ()
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28/02/97)
Phil Ward, 7 Burnsall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/00)
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR (23/10/98)
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (23/10/98)
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs., BL2 6PL (28/10/00)
Charles Markuss, 23 Melrose Road, Little Lever, Bolton, Lancs., BL3 1DX ()
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG (17/11/98)
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08/03/02)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG ()
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (21/06/01)
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11/11/99)
Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, BR3 1QG (19/06/99)
Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN ()
Brian Hooper, Basement flat, 125 Redland Road, Redland, Bristol, Avon, BS6 6XX (30/10/99)
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29/10/00)
Gaute Strokkenes, Girton College, Cambridge, CB3 0JG (23/10/98)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07/08/02)
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (05/01/03)
Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex, CM1 2RD (04/01/03)
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP (22/03/97)
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE ()
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA ()
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19/08/02)
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31/07/01)
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (27/09/98)
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/99)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/99)
Peter Wenman, 12 Clementine Close, Belting, Heme Bay, Kent, CT6 6SN (26/07/98)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS ()
Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (11/11/01)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (26/11/02)
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG ()
Iain Mckay, 8 Southfields Close, Wyburnbury, Cheshire, CW5 7SE (28/10/00)
Carl Sizmur, 53 Singlewell Road, Gravesend, Kent, DA11 7PU ()
Ian Pollard, 67 Stonebridge Road, North Fleet, Kent, DA11 9BA (10/03/98)
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (07/08/02)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (25/03/03)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ ()
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17/10/98)
Roy Quanton, 8 Bassey Road, Branton, Doncaster, S. Yorks., DN3 3NS (01/11/00)
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25/04/99)
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/01)
Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ (24/04/03)
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (05/05/03)
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/00)
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/00)
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN (31/10/96)
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04/05/98)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (09/03/02)
Russell Gough, 4 Berrells Road, Tetbury, GL8 8ED (31/10/99)
Chris Netherton, 16 Quintrell Close, Woking, Surrey, GU21 3BT (26/03/03)
Tim Bunce, 3 Wren Close, Yateley, Hants., GU46 6NZ (28/10/00)
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17/03/97)
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/96)
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ ()
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ ()
Kevin Beard, 36 Oxford Road, Harrow, Middx., HA1 4JQ ()
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (24/04/03)
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD ()
Bob Runicles, 34 Albury Drive, Pinner, Middx., HA5 3RE (07/04/97)
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (01/01/00)
Nick Edelman, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05/09/01)
Ivor Gardiner, PO Box 62, Hereford, HR2 6YL (17/03/02)
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE ()
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessele, Humberside, HU13 0NA ()
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01/01/96)
Ruairigh Dale, 13 Swinemoor Lane, Beverley, Humberside, HU17 0JU (24/04/03)
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15/08/00)
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17/02/01)
Neil Clark, EAATM, Badingham, Woodbridge, Suffolk, IP13 8LA (12/11/97)
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/00)



Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (05/10/99)
 Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (23/06/99)
 Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA (02/08/98)
 Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ ()
 Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA ()
 Patrick Dale, 28 Bancroft Road, Cotingham, Market Harborough, Leics., LE16 8XA (10/11/00)
 Nick Brown, 53 Henley Crescent, Braunstone, Leicestershire, Leics., LE3 2SA (15/11/96)
 Pete Phillips, 24 Huggett Close, Leicester, Leics., LE4 7PY (06/09/03)
 Karl Bown, The Games Store, The Manor House, Lincoln, Lincs., LN6 9DG ()
 John Elwen, Vine Cottage, Main Street, Walton, Nr. Wetherby, W. Yorks., LS23 7DJ (01/05/98)
 Ben Kellington, Flat 3, 13 Broomfield Crescent, Headingley, Leeds, LS6 3DD (02/07/01)
 John Truscott, 28 Bracken Edge, Leeds, W. Yorks, LS8 4EE (21/11/98)
 John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18/09/02)
 Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10/03/98)
 Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (25/07/02)
 Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (27/10/00)
 Norman Melvin, 11 Jerome Court, 59 The Limes Avenue, London, N11 1RF ()
 Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU ()
 Michael Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12/03/02)
 Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD ()
 Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26/03/02)
 George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ ()
 Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28/09/98)
 L. Othache, 17 Russel Drive, Wollaston, Notts., NG8 2BA ()
 Duncan Spencer, 33 St Anthony's Road, Kettering, Northants, NN15 5HT ()
 A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13/12/98)
 Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20/03/03)
 Clive Haden, 2 The Drove, Taverham, Norwich, NR8 6FT (19/03/00)
 Steve Joyce, 23 South End Close, London, NW3 2RB (31/01/01)
 Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT ()
 Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH ()
 Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (16/09/02)
 Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (19/03/02)
 Grant Hewitt, 44 Waltham Gardens, Banbury, Oxon, OX16 8FD (19/03/00)
 John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23/10/98)
 Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11/12/98)
 Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (14/08/01)
 Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA ()
 Simon Strevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (23/10/98)
 Justin Key, Flat 7, 41 Nightingale Road, Southsea, Portsmouth, Hants., PO5 3JJ (31/10/99)
 Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR ()
 Keith Bristow, 11 Coltsfoot Drive, Waterlooville, Hampshire, PO7 8DF (23/09/01)
 Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ (23/10/98)
 Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23/10/98)
 Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (28/10/00)
 Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26/03/00)
 Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05/06/98)
 Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN (31/10/99)
 Stewart Thain, 55 Lysander Close, Woodley, Reading, Berkshire, RG5 4ND (14/09/01)
 Kevin Croskery, 4 Beechey Way, Cophthorne, W. Sussex, RH10 3LT (10/09/02)
 Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18/06/99)
 John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, RH15 9HN (01/04/03)
 Nick Carter, 43 Halsford Park Road, East Grinstead, West Sussex, RH19 1PP (30/07/03)
 Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, RM15 5JL ()
 David Higginbotham, 18 Westfield Garden, Brampton, Chesterfield, S40 3SN (03/07/00)
 Andy Osborne, 42 Atlantis Close, Lee, London, SE12 3RE ()
 Simon Horspool, 28 Crown Court, Horne Park Lane, Lee, London, SE12 9AA (04/02/01)
 Martin Edwards, 127 Pepys Road, London, SE14 5SE (02/09/99)
 David Ramsey, 41 Twin Foxes, Woolmer Green, Knebworth, Herts, SG3 6QT (02/03/02)
 Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0PF (09/05/01)
 Roger Underwood, 34 Woodside Lane, Poynton, Cheshire, SK12 1BB (28/10/00)
 Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (17/09/02)
 Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, SK7 1DW ()
 Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP (30/10/99)
 Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (01/03/01)
 Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ ()
 Neil Stevens, 26 Larch Road, North Colerne, Chippenham, Wiltshire, SN14 8QG (04/06/00)
 Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., SN14 8QG (06/12/98)
 Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14/09/97)
 Roger Cook, The Brick Farmhouse, Clench Common, Marlborough, Wilts., SN8 4DS (08/07/03)
 Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW (16/03/02)
 James Crossfield, Hughcroft, Church Hill, Buckhorn Weston, Gillingham, Dorset, SP8 5HS (25/03/03)
 John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23/10/98)
 Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21/07/01)
 Julian Blakeney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21/10/98)
 Lee Brimmicombe-Wood, 49 Edgcombe House, Whitlock Drive, Southfields, London, SW19 6SL (31/10/99)
 Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25/02/99)
 Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26/03/99)
 David Tye, 35 Redburn Street, London, SW3 4DA ()
 David Otway, Department of Chemistry, Imperial College, South Kensington, London, SW7 2AY (14/03/98)
 Jean-Pascal Paoli, 51-60 Evelyn Gardens, London, SW7 3BH (03/05/00)
 Chris Courtier, 17b Hargwyne Street, London, SW9 9RQ (23/10/98)
 Paul Case, 12 Park Street, Dunster, Minhead, Somerset, TA24 6SR (28/10/02)
 Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, TF5 0NW ()
 Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET (21/06/99)
 Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29/04/01)
 Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (13/04/00)
 Phil Nobo, 6 Milton Road, Ickenham, Middx., UB10 8NQ (19/10/97)
 Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04/03/02)
 Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07/10/96)
 Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2 (19/09/96)
 Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY ()
 Sandy Goh, 12 Morningside Road, Radlett, Herts., WD7 7BL (31/10/96)

Ulric Schwela, 19 Siddow Common, Leigh, Lancs., WN7 3EN (02/09/99)
 Michael Murray, 34 Bell Road, Walsall, West Midlands., WS5 3JW (30/03/99)
 Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN ()
 Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12/02/02)
 David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (27/06/01)
 Wayne Baumber, 1 Crabbmill Close, Easingwold, N. Yorks, YO61 3BX (02/10/02)

Finland

V. Hilden, 12A5 Huuillakatu, Fn-00150 Helsinki (31/12/94)
 Tuomo Lukkari, Haukilahdenkuja 7A8, 00550 Helsinki (25/02/99)
 Eero Viheraari, Itäinen Pitkäkatu 50 A1, 20700 Turku (25/02/99)

France

M. Adda, 7. Rue Claude Guy, F-94200 Ivry-sur-Seine (31/12/94)
 D. Angeli, Valrose Quai des Plateries, F-77920 Samois (31/12/94)
 P. Anselin, 96, Avenue Corniche Fleurie, F-06200 Nice (31/12/94)
 Jean-Luc Baas, 5, Rue Robert Lavergne, F-92600 Asniere (31/12/94)
 J. Baudoux, 17 Rue de Bapeaume, F-59000 Lille (31/12/94)
 F. Berry, 104, Rue de Gossicourt, F-78200 Mantes la Jolie (31/12/94)
 A. Bert, 3. Square Montpensier, F-91380 Chilly-Mazarin (31/12/94)
 Francois Boudrenghien, 195 rue de la liberte, F-59650 Villeneuve d'Ascq (06/12/98)
 Michel Boulekkouf, 3 Chemin De Liemery, F-08170 Haybes (12/11/97)
 D. Bous, 2/20 Rue J-B Clement, F-59000 Lille (31/12/94)
 Philippe Briaux, 51 rue Dareau, 75014 Paris (15/05/00)
 A. Bureau, IO,Rue de Nassivet, F-44200 Nantes (31/12/94)
 J. Charroin, 120, Grand Rue, F-45110 Chateaufort (31/12/94)
 Laurent Closier, Le Franc Tireur, 6, rue Consell, Appt 5, 29200 Brest (01/04/97)
 P.F. Daniau, 28 Rue du Docteur Legay, F-59110 La Madeleine (31/12/94)
 L. David, 1, Rue des Millepertuis, Appt 32, F-33700 Mergal (31/12/94)
 Y. Dejoncke, 42, Grande Rue, F-91620 La Ville Du Bois (31/12/94)
 J. Depotte, 19, Rue Darnel, F-62100 Calais (31/12/94)
 Jean Devaux, 16. Bld Barbes, F-75018 Paris (31/12/94)
 O. Dietsch, 4, Route de Colmar, F-67600 Selestat (31/12/94)
 Philippe Duchon, 35 rue Neuve, 33000 Bordeaux (15/12/96)
 P. Franque, 21. Bld Paixhans, F-72000 Le Mans (31/12/94)
 G. Gardeur, 25, Rue Maurice de Broglie, F-51000 Chalons (31/12/94)
 E. Gaubert, 2. Chemin des Pres, F-78430 Louveciennes (31/12/94)
 C. Ghesquier, 57. Rue des Sports, F-59280 Armentieres (31/12/94)
 S. Graciet, 136, Bvd Magenta, F-75010 Paris (31/12/94)
 P. Guet, 11. Rue Edouard Herriot, F-74300 Cluses (31/12/94)
 R. Guettier, 16bis, Rue de l'Abbe Gregoire, F-92130 Issy les-Moulinx- (31/12/94)
 E. Guilloux, 11, Rue Victor Basch, F-78210 St Cyr L'Ecole (31/12/94)
 S. Hadjaje, 5, Place de l'Eglise, F-78113 Bourdonne (31/12/94)
 Olivier Irissou, 43 rue du Caire, 75002 Paris (18/05/98)
 L. Jassaud, 27, Av. Malaussena, F-06000 Nice (31/12/94)
 N. Ketelers, 23, Allee de la Cerise, F-59700 Marcu enBareoel (31/12/94)
 R. Lagache, 13, Blvd Vauban, Appt 3, F-59000 Lille (31/12/94)
 J.C. Lahalle, 6, Rue de la Brogue, F-67000 Strasbourg (31/12/94)
 J. Lasnier, 1161, Les Palombes-Le Hamois, F-51300 Vitry (31/12/94)
 David Lindelhof, 17, Le Prieure, F-01280 Prevestin (20/04/99)
 F. Loyer, 18, Rue Barbarin, F-17700 Surgeres (31/12/94)
 Mallet, 117, Rue du Bief, F-74210 Faverges (31/12/94)
 F. Marchal, 5, Allee des Besanconnes, F-78430 Louveciennes (31/12/94)
 P. Martin, 3C, Rue du General Leclerc, F-91230 Montgeron (31/12/94)
 Alex McCusker, Route de la Telecabine, F-01170 Crozet (17/06/99)
 O. Merlier, 34bis, Avenue du Colisee, F-59130 Lambertsart (31/12/94)
 M. Millet, 108, Rue Juive, Le Buisson Perron, F-49400 Villeberrier-Saumur (31/12/94)
 A. Miltenne, 8, Allee de la Belle-Feuille, F-91370 Verriere (31/12/94)
 T. Monnier, 20, rue de Buci, F-75006 Paris (31/12/94)
 F. Morice, 6, Rue des Alouettes, F-89300 Joigny (31/12/94)
 Bruno Nitrosso, 227, Boulevard Voltaire, F-75011, Paris (15/12/96)
 Gehres Patrick, 72, Avenue de la Resistance, 91260 Juvisy sur Orge (18/12/02)
 A. Plait, Jasna-Le Coin, F-72220 Marigne (31/12/94)
 Franck Reinquin, Division Moyens Informatiques et Services, CNES - Agence Francaise de l'Espace, 18 av. E. Belin.
 B. Rey, 53, rue du Gal de Gaulle, F-22730 Tregastel (31/12/94)
 J. Rey, Chemin des Carrieres, F-84700 Sorgues (31/12/94)
 J. Robson, 139, Rue du Gord, F-28630 Le Coudray (31/12/94)
 Philippe Rohmer, 12, rue d'Alsace, 95130 Franconville (13/01/99)
 A. Seydoux, 7, Rue de la Chaise, F-75007 Paris (31/12/94)
 M. Tulet, 53, Rue du Marechal Lyautey Bat C4, Appt. 262, F-59370 Mons-en-Bar (31/12/94)
 P. Vaillant, 2, Rue Victor Hugo, F-591589 Marcoing (31/12/94)
 P. Valent, 99, Rue du Floralval, F-68530 Buhl (31/12/94)
 O. Vallois, 11, guai de la Citadelle, F-59240 Dunkirk (31/12/94)
 C. Vandebosch, 74, rue du Chen Houpline, F-59200 Tourcoing (31/12/94)
 Xavier Vitry, 3 rue Louis Mercier, MALAKOFF 92240 (02/05/03)
 C. Wurtgenstein, 46, Rue des Charmilles, F-67400 Illkirch (31/12/94)

Germany

K. Angermund, 4. Lembkestrasse, D-4330 Muelheim/Ruhr 1 (31/12/94)
 Rolf-Udo Bliersbach, Altenberger-Dom-Str. 154a, D0-51467 Bergisch Gladbach (21/11/98)
 P. Bohm, 112, Landshutter Allee, D-80637 Munchen 19 (31/12/94)
 Markus Braun, Gartenstr. 24, D-73117 Wangen - Oberwaelden (27/10/98)
 Matt Brennan, Kunnenkampf Allee, 173, D-2800 Bremen (31/12/94)
 Adrian Carter, Pfarrer-Heberer-Strasse 34, 55411 Bingen (18/04/97)
 Jens Droese, Lornsplatz 9, 22767 Hamburg (05/12/98)
 I. Elliot, Schinkelstrasse, 36, D-80805 Munchen (31/12/94)
 Klaus Fischer, Lindenstr. 22, 69502 Hemsbach (15/11/96)
 Rudi Grobholdermann, Rundstr. 25, 47475 Kamp-Lintfort (12/02/01)
 Matthias Hardel, Begassstr. 2, 12157 Berlin (26/04/99)
 Mike Hurn, Herforder Strasse 206, 32120 Hiddnhausen (15/11/96)
 Stefan Jacobi, Leipzigerstrasse 29, 66113 Saarbrucken (07/03/97)

Christian Koppmeyer, Hagebuttenweg 9, 41564 Kaarst (15/11/96)
R. Korzend-Rfer, Westerbürgstrasse. 4, D-63450 Hanau (31/12/94)
A. Kraft, Niederhofheimer Strasse. 9, D-65719 Hofheim (31/12/94)
Ralf Krusat, Claudiusstrasse 15, 10557 Berlin ()
C. Ludwig, 17, Flozstrasse, D-44799 Bochum 1 (31/12/94)
Lutz Pietschker, c/o Margaret Laiser, Glockenblumenweg 55, D-12357 Berlin (12/11/97)
L. Schultz, HQ US European Command, ECJ3-00-0 Peter Barracks, D-7000 Stuttgart 80 (31/12/94)
D. Somnitz, 16, Ernst Reuter Strasse, D-4350 Recklinghausen (31/12/94)
Lars Thuring, Fehrsstrasse 7, 24576 Bad Bramstedt (25/05/97)
Frank Tinschert, Demburgstr., 27, 14057 Berlin (27/10/98)
D. Whiteley, am Gillenbusch, 30, D-5503 Konz (31/12/94)

Holland

Dirk Beijaard, Enschedepad 78, 1324 GK Almere (15/11/96)
Nico De Lang, Bultsweg 75, 7532 XB Enschede (22/11/01)
R. De Waard, 3, Driehoek, N-3328KG Doordrecht (31/12/94)
A. Dekker, 34, Zetveld, N-1182JZ Amstelveen (31/12/94)
John den Olden, Beukenlaan 12, 1505 GS Zaandam (15/11/96)
H. Hidding, 66, Schipbeekstraat, N-3313AR Doordrecht (31/12/94)
Peter Hofland, Schoolmeesterstraat 25, 2523 XE Den Haag (12/11/97)
T. Kok, Pres. Roosveltaan, 20, N-5707GE Helmond (31/12/94)
Hennie van der Salm, Merkelbackstraat 12, 3822 EP Amersfoort (09/06/99)
B. Van Schalkwijk, 242, Uilenstede, N-1183AR Amsterdam (31/12/94)
M.J. Vandenborn, 22, Heikantsstraat, N-4841EH Prinsenebeek (31/12/94)

Israel

Daniel Kalman, Rehov Glazer 11/3, 76283 Rehovot (24/04/03)
Ran Shiloah, 17 Shmuel Hanagid Street, Jerusalem, 94592 (01/04/01)

Italy

Paulo Alessi, Via Verona 32/2, 10098 Rivoli (TO) (27/10/98)
L. Balestreri, Via Pionieri dell'aria no 1, I-33080 Roveredo (31/12/94)
S. Cuccurullo, 19, Vittorio Emanuele III, I-04016 Sabaudia (LT) (31/12/94)
R. De Leo, 8A, Via Todde, I-09128 Cagliari (31/12/94)
V. De Pascali, 18 Via Emilia Ponente, I-40133 Bologna (31/12/94)
G. Di Egidio, Via Emanuele Filiberto, 19, I-04016 Sabaudia (LT) (31/12/94)
F. Doria, 3, Via Cappello, I-34124 Trieste (31/12/94)
A. Fantozzi, 26/20 Viale Sannione, I-20020 Arese (Mi) (31/12/94)
Alex Ganna, Via Cavour 37, 21100 Varese (15/11/96)
Edo Giaroni, Via Don Maesani, 12, I-21046 Malnate (VA) (31/12/94)
Michele Lupoi, Via Cesare Battisti 33, 40123 Bologna (25/04/99)
G. Manaresi, Via Fratelli Cervi 40, I-40064 Ozzano (BO) (31/12/94)
A. Matteuzzi, 8, Via Savena, I-40065 Pian Di Macina, (31/12/94)
F. Mazzucchelli, 46, Via 4 Novembre, I-21044 Cavarina NA) (31/12/94)
R. Niccoli, Via Cesare Del Piano, I-04016 Sabaudia (LT) (31/12/94)
S. Rapana, Via Cesare Del Piano, I-04016 Sabaudia (LT) (31/12/94)
P. Selva, Via Val d'Ossola 14, I-00141 Roma (31/12/94)
A. Tropiano, Via Urbinati 15, I-36010 Palazzolo (SR) (31/12/94)

Japan

Hidetaka Hayashi, 6-1-308, Nakazato-Cho, Shinjuku-ku, Tokyo, 162-0804 (30/05/01)

Mexico

S. Mrozek, Avenida Ticoman 240, Lindavista D.F. (31/12/94)

Norway

Ole Boe, Paulus Plass 1, 0554 Oslo ()
Johan Flatseth, Sigurd Iversens Vei 39d, 0281 Oslo (17/03/00)
Olav Heie, Arneborgveien 9, N-1430 As (11/06/97)
Joakim Ruud, Chr. Michelsensgt. 4, 0568 Oslo (15/12/96)
R. Vetne, Helgen, N-3745 Ulefoss (31/12/94)

Portugal

Luis Calçada, Rua Dr. Mario Ouina 10, 2765 Estoril (15/11/96)

Scotland

Tony Gibson, 107 Queen's Den, Hazelhead, Aberdeen (22/05/00)
Martin Vicca, 37 Dean Gardens, Westhill, Aberdeen (27/08/02)
Ian Percy, 1 Polmuir Road, Aberdeen, AB11 7SP (06/05/98)
Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17/06/99)
Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ (29/03/03)
Michael Green, 27 Rottchell Park, Dumfries, DG2 7RH (12/09/02)
Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (12/12/02)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/98)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16/06/01)
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01/01/96)
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20/04/99)
Oliver Gray, 117 Upper Dalgaime, Cupar, Fife, KY15 4JQ (17/08/00)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/01)
Andrew Cowie, Elizlea, High Street, Errol, PH2 7KJ ()
Jonathan Williamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01/05/98)

South Africa

Kevin Pieterse, PO Box 102585, Meerensee, Richards Bay (26/03/97)

Spain

Jesus David Argaiiz Martinez, Avenida de España 16, 26003- Logroño (06/02/01)
Fernando J. Garcia-Maniega, Plaza Europa 6, 34003-Palencia (01/11/00)
Paul Silles McLaney, c/ Don Ramiro, 5A, 2ºF, 49026 Zamora (10/01/01)

Sweden

Pers Anderson, Gryningsv. 79, S461 59 Trollhattan ()
Jonas Cederlind, Spelmansvägen 17, 696 31 Askersund (10/09/99)
Steve Cocks, c/o EHPT, Vastberga Alle 9, S126 25 Stockholm (21/11/98)
Styrborn Glen, Brotorp, Asa, S-661 93 Saffle (25/02/97)
Andreas Hinz, Steglitsv. 3c, 22732 Lund (25/02/99)
Per-Olaf Jonsson, Untravagen 1, S-115 43 Stockholm (09/08/01)
Klaus Malmstrom, Klinkendalsv. 6 Brokind, S590 41 Rimforsa ()
Patrik Manlig, Semanders v. 1:420, S752 61 Uppsala ()
Nils-Gunner Nilsson, Oluff Nilssonns v.8, S433 36 Partille ()
B. Ribom, Falkenbergsgatan 13A, S-41265 Goteborg (31/12/94)
Bernt Ribom, Falkenberg sg. 13A, 41265 Gothenburg ()
P. Rogneholt, 25, Lidnersgatan, S-75442 Uppsala (31/12/94)
Asad Rustum, Kungshamra 21/014, 170 70 Solna ()

Switzerland

I- Goni.Ai.E L., 4, Chemin du Lussex, CH-1008 Jouxlens-Mezeri (31/12/94)
P Wahl, 23, Checnin des Merles, CH-1213 Onex/Geneva (31/12/94)

United States of America

M. Allenbaugh, 1117 Beall Place, Laurel, MD20707 (31/12/94)
E. Angleton, 4818 Cross Creek Lane APT O, Indianapolis, IN46254 (31/12/94)
G. Ashton, 2880 Carter Road, Trevose, PA19053 (31/12/94)
Chris Barlow, 24 Audubon Avenue, Braintree, MA02184 (28/01/97)
Linda Barnickel, 716 Hickory Highlands Dr., Antioch, TN 37013 (15/01/02)
Mark Beaty, 115 Oakridge Drive, Weatherford, TX 76086 (01/01/00)
J. Berhalter, 2900 Colerain Rd #223, St Marys, GA31558 (31/12/94)
Brian Blad, 1031 S. Stewart #2204, Mesa, AZ 85202 (02/12/97)
Wayne Boudreaux Jr., Apt. #8, 4420 Wimbledon Drive, Grandville, MI 49418 (L)
L. Bradbury, 13127 South 2615 West, Riverton, Utah 84065 (31/12/94)
Scott Brady, 273 Merline Road, Vernon, CT 06066-4024 (31/10/96)
David Cabrera, 1206 Spring Street, Apt #9, Syracuse, NY 13208 (26/12/96)
M. Cadieux, 11610 Zandra Ave, Midwest City, 73130 (31/12/94)
T. Campbell, PO BOX 23591, Sacramento, CA95823 (31/12/94)
E. Carter, 410 N. State, Geneseo, IL61254 (31/12/94)
Zeke Carter, 666 Prospect Street #705, Honolulu, HI96813 (15/01/99)
R.F Conabee, 1014 Washington Street, Apt 3, Hoboken, NJ07030-52022 (31/12/94)
J. Coyle, 13226 Shady Ridge Lane, Fairfax, VA22033 (31/12/94)
C. Cuneo, 628 Fairfield Avenue, Gretna, LA70056 (31/12/94)
S. D'elia, 77 Maple Ave, Greenwich, CT06830 (31/12/94)
D.A. Dally, 901, Oeffiing Drive, McHenry, IL60050 (31/12/94)
Steve Dethlefsen, 11808 April Ann Avenue, Bakersfield, CA 93312 (15/12/96)
B. Dey, 610 N. Willis, Champaign, IL61821 (31/12/94)
J.C Doughan, 1903 Chesnut Circle, Ardmore, PA19003 (31/12/94)
R. Duenskie, 13 Hickory Drive, Stanhope, NJ07874 (31/12/94)
W.B. Edwards III, 2400 New Berne Rd, Richmond, VA23228 (31/12/94)
Ben Emanuele, 256 Lake Shore Drive, Pleasantville, NY 10570-1304 (11/11/97)
Cliff Emery, 1306 Buddy Moore Road, Colbert, Georgia 30628 (05/12/98)
Mark Evans, 4740 Rusina Road, Apt #109, Colorado Springs, CO 80907 (17/12/96)
C. Fago, 1012 Saxton Drive, State College, PA16801 (31/12/94)
J. Farris, PO BOX 547, Norman, OK73070 (31/12/94)
Stephen Foren, 406 Northwood Dr. #3, West Palm Beach, FL 33407 (24/11/97)
G. Fortenberry, 232 Linda Drive, Burleson, TX76028 (31/12/94)
Carl Fung, Castle Point, P. O. Box S-359, Hoboken, NJ 09030 (29/06/98)
Russ Gifford, 320 E. 27th Street, South Sioux, NE 68776 (15/11/96)
Randy Glesing, 10040 Penrith Drive, Indianapolis, Indiana 46229 (10/10/98)
Chuck Goetz, 531 S. Sharp Street, Baltimore, MD 21201 (10/07/98)
Eric Gustafson, 3 Mercier Drive, Belchertown, MA 01007 (07/07/99)
W. Hancock, 728 Dutton Hill Road, Gray, Maine, CT04039 (31/12/94)
B. Harden, 237 Montecito Avenue -Apt 1, Monterey, CA93940 (31/12/94)
Charles Harris, PO Box 39215, Tacoma, WA 98439-0215 (28/01/97)
Jeff Harris, 4501 Tillery Road, Apt # D-30, Knoxville, TN 37912 (31/10/96)
Andrew Hershey, 361 Hilitop Drive #335, King of Prussia, PA19406 (31/12/94)
G. Holmberg, 9051E 7th Street, Tucson, AZ85710 (31/12/94)
Scott Holst, 5530 N. Artesian, Chicago, IL 60625 (09/09/98)
P. Hornbeck, 6504 NW 31st Street, Bethany, OK73008 (31/12/94)
Tu.x Humphrey, 730 Chester Street, Oakland, CA94607 (31/12/94)
Rich Jenulis, 6713 Classen Avenue, Cleveland, OH 44105 (10/10/98)
Richie Johns, 9771 Jefferson Highway #185, Baton Rouge, LA 70809 (24/01/97)
David Johnson, 9028 Preakness Drive, Florence, KY 41042 (20/04/99)
C. Kavanagh, 59 Ridgefield Drive, Centerport, NY11721 (31/12/94)
Stewart King, 13826 S. Meyers Road, Apt #2037, Oregon City, OR 97045 (16/12/96)
Randolph Knight, 419 Shore Road, Westerly, RI 02891 (03/06/98)
L.P. Kreitz, HC64, Box 462, Trout Run, PA17771 (31/12/94)
M. Laney, 7608 Monterey Drive, Oklahoma City, OK73139 (31/12/94)
V. Lewonski, 509 South Bishop Ave, Secane, PA19018 (31/12/94)
Brad Lipps, 8379 Youngstown-Conneaut Road, N.E. Kinsman, OH44428 (01/11/98)
Rick Lubben, 400 W. Main Street, La Porte City, IA50651 (01/10/98)
D. Lundy, 54 Wiltshire St, Bronxville, NY10708 (31/12/94)
R. Lyon, 5125 Heather Drive #111, Dearborn, MI48126 (31/12/94)
Chris Maloney, 319 Larkfield Road, East Northport, NY 11731-2903 (31/10/96)

Roger March, 469 Avenida De Socies #11, Nipomo, CA 93444 (02/12/96)
 Kurt Martin, 2684 Avonhurst, Troy, MI48084-1028 (25/04/97)
 Brian Martuzas, 108 Church Street, Mooup, CT 06354 (05/07/98)
 Douglas Maston, 4 Three Meadows Ct, Greensboro, NC 27455-1728 (15/12/96)
 L.R Mehr, 718 Cascade Creek Dr, Katy, TX77450-3210 (31/12/94)
 K. Meyer, 1090 Peggy Drive, Apt #7, Hummelstown, PA17036 (31/12/94)
 Jeff Miller, 263 Buchert Road, Gilbertsville, PA19525 (05/03/01)
 M. Monczunski, 233B Fielding, Ferndale, MI48220 (31/12/94)
 W.B. Nagel, 9712 W. 105th Terrace, Overland Park, KS66212 (31/12/94)
 James Neary, 1729 Forest Cove #308, Mt Prospect, IL 60056 (20/04/99)
 J. Paull, 404 Trappers Run, Cary, NC27513 (31/12/94)
 Frank Payne, 7625 SW 91st Avenue, Portland, OR97223-7029 (15/01/99)
 S. Petersen, 1 12 Vernon Ave, Glen Burnie, MD21061 (31/12/94)
 Glenn Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786 (15/11/96)
 P. Pomerantz, 818 Redwood Avenue, Wyoming, PA19610 (31/12/94)
 J.J. Quinn Jr, 707 Mitchell Street, Ridley Park, PA19078 (31/12/94)
 Tod Reiser, 472 Hartwick Road, Mercer, PA 16137 (18/04/01)
 Tom Repetti, 17322 Paoli Way, Parker, CO80134 (12/11/97)
 Michael Rhodes, 850 Lincoln Centre Drive, Foster City, CA 94404 (31/03/01)
 Tate Rogers, 4930-F Corporate Drive, Huntsville, AL 35805 (20/04/99)
 R. Rossi, 30970 Stone Ridge Drive #12301, Wixom, MI48393 (31/12/94)
 Darryl Rubin, PO Box 907, Redmond, WA98073 (10/12/98)
 Robert Schaaf, 2335 Middle Creek Lane, Reston, VA ()
 John Slotwinski, 2701 Harmon Road, Silver Spring, MD 20902 (20/04/99)
 C. Smith, 3736 Sacramento ave, Santa Rosa, CA95405 (31/12/94)
 W. Smith, 426 Beech St #8B, Kearny, NJ07032 (31/12/94)
 Jan Spoor, 2849 Woodlawn Avenue, Falls Church, VA22042-2045 (14/03/97)
 Ray Tapio, Critical Hit! Inc., 88 Lodar Lane, Brewster, NY 10509 (01/01/96)
 S. Timsley, 8444 NW 87th, Oklahoma City, OK73132 (31/12/94)
 J. R. Tracy, 59 W. 9th Street, New York, NY 10011 ()
 Rick Troha, 4485 Oak Circle, North Olmsted, OH 44070-2838 (15/12/96)
 W. Ulicki, 230 Washington Valley Road, Randolph, NJ07869 (31/12/94)
 Paul Venard, PO Box 1716, Bonners Ferry, Idaho, 83805 (15/08/97)
 D. Wetzelberger, 24 Dulaney Hills Ct, Hunt Valley, MD21030 (31/12/94)
 William Wiesing, 1936 Pine Meadow Avenue, Tom's River, New Jersey, NJ 08753-7823 (07/10/98)
 K. Wilhite, 121 Springfield Lane, Madison, AL35758-1973 (31/12/94)
 G. Windau, PO BOX 13134, Toledo, OH43613 (31/12/94)
 R. Wolkey, E6208 6th #D 1, Spokane, WA99212 (31/12/94)
 Paul W. Works, Jr., 12018 W. 68th Street, Shawnee, Kansas, 66216 (24/11/98)
 Darrell Wright, 1007 West Cole Street, Dunn, NC 28334 (07/10/98)
 Brian Youse, 309 Chase Hill Court, Severn, MD 31144 (28/02/97)
 Eddie Zeman, Heat of Battle, PO Box 15073, Newport Beach, CA 92659 (13/09/97)
 Steve Zundel, 3601 Dawn Smoke Court, Raleigh, NC 27615 (15/12/96)
 Nadir El-Farra, Front Line Productions, PO Box 10345, Glendale, CA 91209-3345 (13/09/97)
 Paul Simonsen, 2118 N. Orange Grove Ave., Pomona, CA 91767 (09/05/00)
 Robert Hammond, 4414 Stay Ct., Orange, CA 92868 (31/01/01)
 Tom Huntington, 1425 Bison Ridge Drive, Colorado Springs, CO 80919 (11/04/97)
 Evan Sherry, Sherry Enterprises, PO Box 3, Ruskin, FL 33570 (13/09/97)
 Vic Provost, Dispatches from The Bunker, 209 Granby Rd. Aot. 18, Chicopee, MA 01013, MA 01040 (10/09/99)
 Donald Garlit, 17430 Brady, Redford, Michigan, MI 48240 (20/11/96)
 Ray Woloszyn, 317 Kilburn Way Lane, Kernersville, North Carolina, NC27284-7104 (25/04/00)
 J R Van Mechelen, Apt 8E, 301 Heights Lane, Feasterville, PA 19053 (01/11/96)
 Will Fleming, 20455 First Avenue NE #C103, Poulsbo, WA98370 (27/10/98)

Wales

Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF14 6JX (22/11/02)
 Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/99)
 C. Jones, Deer Park Lodge, Stepside, Narbeth, Pembrokeshire, SA67 8JL ()
 Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27/08/02)

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

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PREP FIRE

Continued from page 2

I think it's time the rest of you got off your arses and wrote something to give him a break!!

It's a bit early to say see you at INTENSIVE FIRE but as this is the last issue to be printed before then I won't get another chance to say it until I see you all.

Double 1. My last, best hope for victory.

Pete Phillipps

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

A BRIDGE TOO FAR - ARNHEM ASL TOURNAMENT

When: 12 - 14 September.

Where: Arnhem Stayokay Hostel, Diepenbrocklaan 27, 6815 AH, Arnhem. Next to an excellent gaming room, the Hostel 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 make your reservations for accommodation as early as possible with the organisers. The down payment is *60 (*50 for Friday to Sunday). Bank transfers and Paypal are our suggested means of payment - please contact the organisers for details. For those who prefer to stay in a nearby B&B or unable to get a room at the hostel the organisers will be happy to assist in finding alternative accommodation near the venue.

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 cover the Oosterbeek 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 organisers 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.xs4all.nl/hennies/>.

OCTOBER

INTENSIVE FIRE 2003

When: 24 - 26 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, 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@vftt.co.uk.

NOVEMBER

GRENADIER 03

When: 6 - 9 November.

Where: Oberbettingen, a little town in the German part of the Ardennes. 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, Hagebuttenweg 9, 41564 Kaarst, Germany. You can email him at Christian.Koppmeier@freenet.de. Check out the Grenadier web site at <http://www.asl-grenadier.de> for up to date information.

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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.kiwihotel.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, 24 Huggett Close, Leicester, England, LE4 7PY email if@vftt.co.uk.