IN THIS ISSUE

THE SCENARIOS OF IF03 - rounding up the look at the scenarios of IF03
THE ESSENTIAL ASOP - the most important steps of the SOP
NIGHT ACTIONS MATRIX - enter the night
THE WINTER WAR - book review
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

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Cover: American troops armoured assault with a Sherman.

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:
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Welcome to yet another View From The Trenches. A little later than planned but I spent the latter weeks of February and early March working away from home in Penrith – and staying in a village pub :-) Talk about hard work!! In fact with working away from home so much nowadays VFTT is likely to have a slightly erratic schedule for some time.

See you all at HEROES in a couple of weeks. Til then roll low and prosper.

Double 1. My last, best hope for victory.

Pete Phillipps

PREP FIRE

The Winter War - Welcome to HEROES!!

All the details on the meeting itself are on the Home Page of the show.

We moved to a new location this year with a much larger venue that allowed for more space for stands, more space for demonstrations, and a better layout of the entire show.

The show itself was very well attended with many visitors and exhibitors. There were many new products on display and a good number of games being played.

The show was well organized and the staff was very friendly and helpful.

All in all, it was a great show and we thoroughly enjoyed our time there.

Pete Phillipps

THE WINTER WAR

Welcome to HEROES!!

The show was a success and we had a great time.

We were able to try out some new products and see some old friends.

We also played a few games of Advanced Squad Leader and had a great time in the gaming area.

Overall, it was a great show and we look forward to attending again next year.

Pete Phillipps

THE COVER

American troops armoured assault with a Sherman.

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THE SCENARIOS OF INTENSIVE FIRE 2003

Leadership amongst the scenarios

The scenarios are designed to test leadership skills in Advanced Squad Leader. They are set in various locations and situations, requiring players to make strategic decisions and adapt to changing circumstances.

Each scenario is rated for difficulty, with higher ratings indicating more challenging scenarios. The scenarios are also rated for the number of players needed to play, with some scenarios requiring more than one player.

Players must work together to complete the scenarios, employing tactics and strategies appropriate to the situation. The scenarios are designed to test leadership skills in Advanced Squad Leader.

THE ESSENTIAL ASOP

Night Actions Matrix

The Night Actions Matrix is a new feature in Advanced Squad Leader, allowing players to plan and execute nighttime actions. The matrix provides a grid of areas on the battlefield, with each area representing a specific location or objective.

Players can use the matrix to plan movements and actions, taking into account factors such as visibility, cover, and enemy strength. The matrix is updated throughout the game, reflecting changes in the battlefield and the actions taken by players.

The Night Actions Matrix is a powerful tool for testing leadership skills in Advanced Squad Leader, allowing players to plan and execute nighttime actions with greater precision and effectiveness.

THE ESSENTIAL ASOP

The Essential ASOP is a new feature in Advanced Squad Leader, allowing players to plan and execute strategic objectives. The ASOP provides a framework for players to plan and execute objectives, including the selection of targets and the allocation of resources.

Players can use the ASOP to plan and execute objectives, employing tactics and strategies appropriate to the situation. The ASOP is updated throughout the game, reflecting changes in the battlefield and the actions taken by players.

The Essential ASOP is a powerful tool for testing leadership skills in Advanced Squad Leader, allowing players to plan and execute strategic objectives with greater precision and effectiveness.

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INCOMING

MMP AIM AT NEWBIES

In shops any time now should be ASL Starter Kit 1. ASLSK1 is aimed at new players, with a liberally illustrated 12 page rulebook written in a conversational style introducing the basics concepts of the infantry and terrain rules. ASLSK1 is totally self-contained, with two geomorphic 8”x22” “ASL style” geomorphic mapboards on a heavy cardstock base and six scenarios using just the maps and counters provided in the module. The retail price will be $24.00.

The rulebook is being reprinted now and should be available soon, with Armies of Oblivion due to be printed soon.

CRITICAL HIT

Shipping in April from Critical Hit is CH Magazine Volume 7, No. 2, a 10th anniversary compendium edition containing the best articles from previous issues and a dozen scenarios. The US price is $19.95.

Also due to be shipped in April are several new scenario packs. TIGERS TO THE FRONT!—Army Group North 1944 is a scenario pack covering the battles of Army Group North in Russia in the summer of 1944. It includes 10 new scenarios, a set of rules and a 22” x 34” map covering the Panther Line. BATTLE OF THE BRACCHI HILLS—On the Road to Rome 1944 focuses on the battle for the Mount Bracchi Triangle during the battle for Rome. 10 scenarios are included, along with new rules and a 22” x 34” map of the Bracchi Hills region. Both will cost $24.95.

BERLIN—Fall of the 3rd Reich is a detailed new historical module covering the battle for Berlin through 12 new scenarios. As well as two large linked mapsheets, the module includes two countersheets containing all the SMC, MMC, AFV and Gun counters needed for play, a total of 592 counters. As well as versions of the standard ASL counters there are also new counters for Red Banner squads, fanatic Hitler Youth, and Volksturm units. Also included is a rules booklet and Play Aid Card. The module will cost $49.95.

Coming soon is Finland at War Volume 1: JATKOSOTA which contains 12 new scenarios depicting actions from the Continuation War offensive of 1941 through to the end of the war when Finland fought to eject German troops from their soil. Also included are two mounted 8” x 11” geomorphic maps which are geomorphic on three sides so they can be used together in numerous combinations for half-board scenarios or combined to form one complete 8” x 22” geomorphic board, a sheet of 106 color die-cut counters, providing AFVs, guns, SMCs, MMCs (including new 5-5-8 squads) and Finnish T-H Hero counters, and a special rules booklet. The pack should cost $29.95.

HOB BATTLE BOCAGE

Beyond the Beachhead is a new scenario pack designed by Chas Smith featuring eight new scenarios set in Normandy. Also included are two new geomorphic mapboards depicting Normandy terrain, and two geomorphic overlays which will fit on either mapboard. The maps also feature new artwork for bocage making it possible to have hedges and Bocage on the same mapboard. No retail price has been announced yet.

LATEST BUNKER OUT

Dispatches From The Bunker 18 has begun shipping, following its release at the recent Nor Easter Tournament. As well as an analysis of Hill 621 by Jim Torkelson, Carl Nogueira’s Tactical Tips, and the usual features there are three new scenarios. ‘Taking a Stand at Rosario’, the latest in the Early Philippines Series, sees a large Japanese combined arms attack on a mixed Philippines defence including elite Philippine Scouts and Coastal Defence elements on Boats 46 & 49. ‘Riding the Costais’ is a tournament sized scenario which sees a Soviet infantry company attacking a Polish Border Defence unit in the ’39 Polish Campaign. The final scenario, ‘The Killing Ground’, is part of the Tunisian series and sees a German combined arms Kampgruppe attacking dug in American infantry at El Guettar.

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 Phillipps to 24 Huggett Close, Leicester, England, LE4 7PY.

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.

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:

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<tr>
<th>Product</th>
<th>Price</th>
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</thead>
<tbody>
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<td>£9.00</td>
</tr>
<tr>
<td>Wacht Am Rhein</td>
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</tbody>
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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@IFBCO.UK.

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

THE TRENCHES
FKaC Scenario Errata
(Scenarios are listed by their old ID with the new ID in parentheses)

The following Scenarios are being updated and re-released in For King and Country with new scenario numbers. This errata to the previous incarnation of the scenarios incorporates previous errata and new update changes, but does not include some minor word-smithing. The new scenario number is listed after the scenario title.

A1 Tavronitis Bridge (93)
Add a 4-6-8 and a glider to the German OB.

A2 Bofors Bashing (94)
Add a 4-6-8 and a glider to the German OB.

A3 Descent Into Hell (95)
Add a 4-6-8 and a glider to the initial Turn 1 force and also to the Turn 4 reinforcements.

A15 Stand Fast the Guards (92)
In SSR 2 delete and one AT Gun (and its crew).
In SSR 4, change dr to DR.
Replace British balance with SSR 4 and 5 are NA.
Replace German Balance with In SSR 3 replace DR with dr.

A22 The Crux of Calais (96)
Add a 4-5-7 and a LMG and 6 ? to the British OB.
Replace the British balance with Add a 4-5-7 and an ATR to the British OB.
In German balance replace three 4-6-7s with two 4-6-7s.

A24 Regalbuto Ridge (100)
Shorten Game Length to 7 turns.
Replace the Victory Conditions with the following: The Germans win at game end if they have more Good Order squad-equivalents than the British on hill hexes of board 2. Good Order MMC on Level 3 hexes count double.
Replace SSR 4 with the following: One German 8-0 possessing the radio must set up HIP to direct the fire of a single offboard 75* leIG 18 INF Gun (German Ordnance Note 15). Radio Contact must be gained/maintained normally, but Battery access is NA. The 8-0 serves as a spotter (C9.3) and all principles of spotted indirect fire (C9.3-.31) apply [EXC: Gun Malfunction is NA], including ROF decrease (C3.33) and target acquisition. For TH# determination purposes, range is counted from hex 3A5.
In the British balance replace 7 Turns with 6 Turns.

A35 Guards Attack (108)
Add a 2-4-8 to the German OB.

A38 North Bank (110)
Add the following SSR: 5. Prior to play the British player may secretly record which units possess PIATs. The presence of a PIAT will be revealed when the possessing unit fires/transfers/drops the PIAT in LOS and within 16 hexes of an unbroken enemy unit, or is no longer Good Order.
Replace the British balance with Add one 3-3-8 to the British OB.
Replace the German balance with Delete the 8 ? from the British OB.

A40 Ad Hoc at Beaurains (91)
In Victory Conditions replace 35 VP with 30 VP.

A43 Probing Layforce (99)
In Victory Conditions replace 20 VP with 17 VP.
Reduce British OB by one 6-4-8.
Replace German balance with Delete a 9-1 from the British OB.

A102 On Silent Wings (98)
Add a 5-4-8, a LMG, and a glider to the German OB.

G22 A Day By the Shore (103)
In the VC add assembled after Good Order.
In German Turn 3 reinforcements replace enter on Turn 3 with enter on/after Turn 3.
In German balance replace on Turn 2 with on/after Turn 2.

G43 Kangaroo Hop (106)
In SSR 6 replace 150+mm OBA with 100+mm OBA.
Replace British balance with In German setup, delete using HIP (regardless of terrain) and delete SSR 5.
Before INTENSIVE FIRE, I jotted down some thoughts about the scenarios on offer and possible strategies for both sides. Although losing most of my games I did manage to play five of the scenarios on offer so am able to add an after the action post-script to some of these.

### A104 In front of the Storm

This scenario is from the ASL Annual 1996 which features a number of scenarios to use the French infantry counters and board 40 from Croix De Guerre, plus board 42 from Action Pack 1. Essentially the scenario is a point defence for the Germans and an armoured assault for the French. There are a few bells and whistles that add to the fun for both sides: mines, tanks, civilian interrogation, elite French colonial infantry and a bridge.

The board alignment is a little unusual resulting in some half hex woods, takes a little getting used to but only affects four hexes.

### A104 German Set Up

At the game start you control the scenario’s objective the 40I2/I3 bridge and the hexes immediately adjacent I1 and I4. Keep in view if you control a single one of those hexes you win. It is a remote possibility the French to misunderstand the Victory conditions bag the bridge and neglect to advance into 40I4. That cannot happen very often.

Ten movement factors is a handicap, made worse by effective loss of the main armament when crew exposed. This helps as the tanks will almost always be buttoned up. At under six hexes range the basic to hit of the 37L or A TR fire. A 37L gun is an asset in a close range fire fight, very useful against static targets. Although the best armour on the field by virtue of being the only tanks around, the H35 has some weaknesses. The coaxial MG is limited to a basic 2 IFT. The vehicles are subject to one man turret restrictions making the turret slower to turn and prohibiting use of the main armament when crew exposed. This would be very please to bag an H35, and would even settle for an immobilisation result. Deliberate immobilisation attempts are an option, but with small target size you will be looking for a very low number at most six, more often less than four, and remember it has to be a hull hit! Part of the units role is to cause fear. A nervous Frenchman might decide the ATR is a real threat and take measures to avoid it, exploit this if it happens.

The 37L gun is deadlier, a basic to kill of nine, rate of fire of three and a bore sighted location all help. Firing from an emplaced position it may take a few shots to kill an H35, you could get lucky with the first hit, chances are the French will try to prevent further shots, moving away is a good defence, hitting you with Infantry even better. If you kill a tank early in the game great, this immediately falls to 7 for being buttoned up, and will drop lower for TEM and any hindrances. For example a concealed squad in a building can only be hit by snakes. There is better news, these tanks are slow.

### The Trenches

In the First World War they served valiantly in the Trenches. Now there sons and grandsons face the Germans again. The enemy starts with twelve squads six Elite, and six first line. An ELR of three is a good start for the French. Special rule 4 increases the broken side morale of French MMC. This has an impact on play. Firstly French troops will be easier to rally, and secondly broken units will be harder to kill by fire combat. The Spahis do fairly well for support weapons three LMGs and a pair of MGs brings a lot of firepower to the party. Leadership is nothing special three Leaders, two 8-1s and a lone 7-0. Elite French squads has an inherent smoke exponent of 1, the prevailing wind generally hinders enemy smoke placement.

Smoke is very helpful when crossing open ground, particularly for the assault on the bridge. Fortunately the only smoke the enemy tanks can place is from crews or burning wrecks. The H35 is a reasonable tank for the period. It qualifies as a small target, with hull armour of 4 factors, turret armour rises to six, certainly resistant to 37L or ATR fire. A 37L gun is an asset in a close range fire fight, very useful against static targets. Although the best armament on the field by virtue of being the only tanks around, the H35 has some weaknesses. The coaxial MG is limited to a basic 2 IFT. The vehicles are subject to one man turret restrictions making the turret slower to turn and prohibiting use of the main armament when crew exposed. This helps as the tanks will almost always be buttoned up. At under six hexes range the basic to hit of the 37L vs an Infantry target is 8, this immediately falls to 7 for being buttoned up, and will drop lower for TEM and any hindrances. For example a concealed squad in a building can only be hit by snakes. There is better news, these tanks are slow.

### The Spahis

Ten movement factors is a handicap, made worse by effective loss of the main armament when crew exposed. This helps as the tanks will almost always be buttoned up. At under six hexes range the basic to hit of the 37L vs an Infantry target is 8, this immediately falls to 7 for being buttoned up, and will drop lower for TEM and any hindrances. For example a concealed squad in a building can only be hit by snakes. There is better news, these tanks are slow. Ten movement factors is a handicap, made worse by effective loss of the main armament when crew exposed. This helps as the tanks will almost always be buttoned up. At under six hexes range the basic to hit of the 37L vs an Infantry target is 8, this immediately falls to 7 for being buttoned up, and will drop lower for TEM and any hindrances. For example a concealed squad in a building can only be hit by snakes. There is better news, these tanks are slow.

The 37L gun is deadlier, a basic to kill of nine, rate of fire of three and a bore sighted location all help. Firing from an emplaced position it may take a few shots to kill an H35, you could get lucky with the first hit, chances are the French will try to prevent further shots, moving away is a good defence, hitting you with Infantry even better. If you kill a tank early in the game great, remember the gun can be moved, perhaps it should be if French infantry are massing for an attack. Against squads the 37L can do some damage, attempt this if all three tanks are out of the Battle, the gun is very close to the Infantry or it is part of a bright idea.

Chances are your Infantry will not encounter any crew exposed tanks. They may have chances for close combat attacks or CC reaction fire. When to attempt this requires careful judgement. If tanks are
closely supported by Infantry it might not be the best idea, when you have modifier in your favour, and no prospect of retribution in the near future it is open season for H35.

If you happen to capture a H35 or crew an abandoned one, its gun is not terribly effective against armour, but you may as well try it! Even if you gain little from the attempt its a story to amaze folk afterwards.

Other Anti tank weapons are more obstacles that targeted weapons systems, mines and the road block. The road block cannot destroy a tanks but sure can restrict movement. It can be used as a brick wall, and if you have a cunning plan for this that is a scenario winner go for it. If not place it to restrict enemy tank movement. At the start of the game you know the French can enter on or between 42A6 and 42Q10, and are heading in platoons this can be very disrup-

ve. Against Infantry an unmodified eight moving in platoons this can be very disrup-

ably the enemy could stop and reverse out. That is sort of how, and a very rosy how at face broken squads and a few half squads. You can bug out if losing, stand and fight if you have a cunning plan for this that is a story to amaze folk afterwards.

At the game start you have eight fac-

tors of AP mines, four of Anti tank mines. You can exchange you anti personnel mines for an open ground closer to the Bridge.

Anti personnel mines can effect vehi-

cles, for an 8 factor field double one will blow the tracks off, anything else just re-

veals the presence of mines. If the tank con-

tinues to move forward it will be attacked again. AFV movement creates a trail break that may be used to avoid mines, conceiv-

ably the enemy could stop and reverse out. Not a bad result as it slows up the French plans for at least a turn. Given tanks may be moving in platoons this can be very disrup-

tive. Against Infantry an unmodified eight IFT attack is a nasty surprise. It is a hefty attack and the Spahis will avoid the side if at all possible. Part of the value of mines is uncertainty, as there position becomes known they become less powerful weapons. Don’t expect too much from mines, a broken squad and a KO’d tank would be sweet, but roadbound French Tanks and nervous Infantry also help your cause.

I’ve mentioned the ATR and the use of Infantry against tanks. These are impor-
tant elements of your defence, perhaps more important is how your Infantry compare to the attackers in quality and numbers. Four Elite squads and another four first line squads is not bad compared to the twelve the French field. A higher ELR of four and three Leaders helps as does the two LMGs, and bore sighted MMG you receive in addition to the ATR. Superficially the French have a 50% advantage in raw firepower over your troops in a stand up fight they would be expected to wear you down in a fire fight then march in to the bridge, I would be happy to turn available. The fire power disparity becomes very serious when you appreciate only part of your forces will be engaged by the French in any particular sector.

To win, you need seek the advantages terrain and concealment provide, and make some intelligent guesses as to the attack the French will develop. If you can it is helpful to units in Stone buildings with concealment, or at least in foxholes. Advancing French troops will likely be in or behind Orchards or brush, sometimes in buildings later in the game, or using armoured assault. In most cases the enemy will benefit from a 0 or 1 TEM, and be subject to FFNAM, this gives your shots a net 0 or -1 , effectively moving the strength of your attacks one column to the right. In effect a four IFT attack with a -1 DRM bites about as hard as a six. Signifi-

cantly the chances of a kill are raised. Most of the time KIA/K results are tripled, the chance of a morale check goes up about one in six. That is pretty good. French return fire is facing a +2 or +3 TEM, and reduced for concealed target to the Frenchies. The gun has a lot of choices. Two, the 37L gun, a LMG or MMG and a third in J2. D3 is a good spot to delay troops entering on I10, but don’t stick around if being hit by 37mm HE, and increasingly powerful musketry.

The second platoon position is around the J2 woods. Stone buildings in I3 and J3 are garrisoned with a squad each. From I3 Fire towards I10 hampered by Orchard. Bore sighting can offset this a little. If the 9-2 leader and the MMG are used a six or eight IFT attack at -2 is possible. Even using a LMG and squad you shoot a six IFT attack. fairly scary. Bore sighting only be good for a few shots, but enjoy it if the French are determined to occupy the hex. Building J3 is nearly as good, bore sight H7 and ex-

pect a target soon. A third squad in J2 will not get a shot on turn one but can change places with another squad to offer a concealed target to the Frenchies.

That accounts for roughly six or seven of your squads. Leaving about a squad or two, the 37L gun, a LMG or MMG and another Leader. The gun has a lot of choices. It could set up to provide close support for either platoon, in ambush almost anywhere on the board or way back on board 40 taking long range shots at the French. Ambush gains a limited amount in this scenario. The side and rear armour of an H35 is the same! being close gives a +1 or +2 to kills, with a greater vulnerability to counter measures. By starting on Hill 520 on board 40, your to kill numbers drop by just one compared to shots at two or less hexes range. To hit numbers against a H35 at 13-18 hexes range fall to 7, due to small target size, and small gun size being cancelled out by your long barrel. Against a moving target this will drop to 5, but pick up if you gain acquisition or the tank stops. Return fire is limited. CMG will be halved, to hit numbers start very low start-
ing with improbable, rising to three with acquisition! Woods hex 40I7 is definitely worth considering, K7, L7 nearly as good. A gun duel with the tanks must surely delay their forward movement whilst making the Spahis infantry attack harder. Take your time selecting a gun position it is important. Nearly forgot, the French may group their machine guns and use them against the Gun crew at long range. If it happens consider using HE, and give thought to skulking.

Starting a MMG on board 40 is handi-capped by range. Otherwise 40I7, K7 or L7 would be ideal location for a foxhole squad or half squad, MMG and Leader. Range restrictions half fire, and you cannot bore sight a location out of range or line of sight. With shorter range a forward position is tempting. Building F3 has an appeal, J3, I3 are also good places. Use a bore sighting give thought to buildings’, D5 and H5 will attract visitors’. Hitting these with a +1 attack instead of +3 makes a big difference.

Definitely a gamble starting a squad or half squad with an LGM in a foxhole in 40I3 ready to spit death down the 40I1-42I2 road. Maybe this reduces your firepower frontally too much. If you are sold on the idea, use the guys to dig more foxholes ready to receive any retreating units later in the game or the gun crew if it disables the gun.

A couple of loose ends, Kindling is an option. On the upside burning terrain is inaccessible, the cons are the effort involved and smoke may provide cover for the enemy. Interrogation can only happen when a unit is captured. It creates a chance of mines or concealed/hidden units being revealed but by the time it happens not too much will be concealed. Revealing the mines is irksome, particularly if everything is in the same place but not a match winning event.

The idea of wiping out hordes of attackers with superlative gunnery, and machine gun fire has an appeal. It is just about possible to win by greatly reducing the French forces, more likely they will not reach the Bridge in the time available.

More loose ends. If you need to fall back a foxhole in I1 in front of a roadblock helps you but doesn’t give the French much. The woods hexes in 40G1, H0 and H1 are pencilled in for a fast stand on the West Bank, use any foxhole you have spare there. Don’t be surprised by French Infantry moving through the woods on the Southern flank, running down the paths to avoid a direct approach. You can relocate some of your forces ahead of him, and gain from the delay extra movement causes him.

I’ve a nagging doubt about the size of the force on Hill 520, maybe more should start there, perhaps as much as two or three squads. Certainly with the balance I’d put another half squad there as sniper bait, and Ad Hoc gun crew. Something to consider is placing the 9-2 Leader with a squad and MMC in the same hex as the hidden gun. At the risk of presenting a concentrated target the gun crew benefit from the Leadership for morale checks and rallying. Not everyone’s cup of tea but worth a thought.

This scenario can be a lot of fun, if the French arrive using armoured assault using the routes you predicted and proceed to dawdle you deserve to win. Watch out for a fast paced attack that deviates ever so slightly from what you are expecting the French can give you a kicking if they develop fire bases and shoot you out of position, before rounding up prisoners at the Rivers edge, forcing your men to remove the road block and driving H35s’ over the bridge to claim victory.

Finally, remember your mission is to defend the bridge, your own casualties do not matter so long as the bridge or its immediate approaches are under your control. Draw some inspiration from the scenario aftermath, with only a half squad and Leader surviving.

A104 French set up and attack

The Victory conditions are simple you win by controlling hexes 40I1, I2, I3, and I4. These are a single lane Stone Bridge in I2 and I3, and the hexes immediately adjacent to them. Good news is there is no casualty cap.

With no enemy forces present you could run or drive down the A5/A6 or I10 roads for a win in just two turns. With enemy forces present the mission is more difficult. Eight enemy squads are split equally between 1st Line and Elite. An ELR of four is annoying as most failed morale checks will not be accompanied by ELR replacement. The Elite squads are 5-4-8s’ slightly harder to beat in close combat due to the extra factor. They also qualify for the assault fire bonus which can be used when falling back. German Leadership is very good, three Leaders, including a 9-2. The Krauts do fairly well for support weapons a MMG, two LGMs and even an ATR. All of these can be used for long range fire and to move the elite squad to a location out of range or line of sight giving a -2 DRM for attacks, a good argument against stacking, factoring in the 9-2 Leader to that attack is a nightmare. Plenty to consider, time for some calming thoughts. Enemy SAN is just 2, limiting the potential for sniper attacks, your SAN of 3 triples the chances of your sniper being activated. Don’t forget cowering, Leaderless attacks will cower on doubles evaporating low IFT attacks and taking the sting out of others.

Fortifications are key to the Germans defences. The first to consider is the mines factors allocated. The 8 factors of AP mines can be used as a single field or exchanged for two more AT mine factors. An 8 Factor field can just about blow the tracks off a H35, vs Infantry expect a morale check or the odd KIA/K result. Sooner or later you will find the mines, by all means search if you want, offsetting this against time pressures. The AT mines are more deadly, if you activate an AT mine you will lose a tank on a DR of six or less, any other result is an immobilisation. You can totally eliminate this risk by sticking to road hexes or Terrain West of the 42A6, Q4 road. This would be less of a restriction without the road block. The road block limits tank movement options. Early in the game it will not have much impact, later as you approach the bridge half expect to find it blocking the road and tempting you to go around it.

Most enemy units begin play concealed. The mines and road block are hidden as is the 37L gun. Although the ATR can immobilise an H35, and might even kill one, the 37L gun is a more effective anti tank weapon the must be respected. Your hull armour is four, and turret armour six, against this the 37L has a basic to kill of nine modified to three or five. Those are very credible to kill numbers. The 37L begins the game hidden and really could be anywhere in the German set up area. The first time it fires will probably be your first indication of where it is. If you lose a tank finding out this is a bit upsetting. Try to counter the threat by line of sight, moving out of the 37Ls sight is the strongest possible defence. A slugging match between the H35s and the gun does not serve to go the Germans way, it is better to destroy the gun with IFT attacks from your Infantry or MMGs. The gun really can be anywhere, guarding a single flank, in a build ing by the crossroads, even on board 40 say on hill 520, bore sighted and waiting for a
shot. You can get lucky, the gun can malfunction on the first shot, it can be poorly placed not sighted to your units or a long shot counter measure gets lucky, for example a bounding fire shot from a 37+ tank gun does the improbable and ices the gun and crew. More often Infantry must do the job. If the Gun is on board 40 might be a job for the sniper, relocate on a 2 DR and hope for the best, if it is the only unit over there it will be the only eligible target, a PIN result is not massively helpful but a break definitely creates opportunities.

If the entire enemy OB began the game hidden I don’t think your troops would be strong enough to win comfortably or easily. Fortunately only part of the German OB is hidden and you can make some reasonable estimates as to the strength and dispositions of the Infantry. This requires a bit of guesswork but can be surprisingly accurate. The first thing to look for is negative evidence. Any empty hex clearly doesn’t contain Infantry! So you’ll know if there are any German units on the Eastern bank of the River of Hill 520, or covering the Southern Flank. Accepted the 37mm Gun could be there, but until it fires or you find it keep it in view but don’t let it dominate this stage of planning. Almost certainly some units will be in or around building 40J and I3, another little group around building 40F3, and maybe some troops close to the woods in 40A4 and B4. Beginning play with eight squads the Germans are free to deploy one squad. By counting counters you can tell if he has done this, the key word is can, and if you don’t want to you do not have to! Next look for clusters of units. Any grouping should contain a Leader. If it does not well it messes up your estimation of the enemy’s position but will be easier to deal with later when the Germans are trying to self-rally under fire. Looking at a group you can probably guess if a Leader, MG and squad or half squad is one of the stacks. Anything like a Death star of three squads, all three MGs and the 9-2 will be rather obvious. The Krauts can pull a few tricks. The ATR looks like a MG, a Leader on it’s own looks like a squad, two half squads look like a squad and MG. With effort the enemy can deliberately confuse you, in some games it will happen, in most set up will be to exploit crucial defensive characteristics. Some things are certain. A single counter will not have a MMG and Mr 9-2 with it, the MGs and ATR need MMC to fire them, more than nine stacks suggest a Leader alone in a hex. Initial reconnaissance should be fairly accurate, build on this assessment as play progresses. Learn where the MMG is, the 9-2 Leader and even squad types as they are revealed. This all helps to plan how to develop your attack.

When planning your attack it helps to understand the strengths and composition of your own forces. Begin by reading the Chapter H notes for the H35s. These three tanks are lightly armoured, but invulnerable to small arms fire beyond an extremely lucky MG shot. They need to be wary of the 37L gun, mines, elongated MG or ATR fire and close assaulting Infantry. There main role is to provide cover for assaulting troops, and to winkle out stubborn defenders by short range 37* fire. As a consequence of a one man turret the CMG and 37* is not usable when crew exposed, any MA shots will always attract a +1 modifier. Against troops in a building at six hexes to three hexes range your to hit roll will be eight, less one for being buttoned up and three for TEM giving a to hit of four or less. Once you acquire acquisition in improving judgment calculate for less for forcing the German to consider a retreat. This is great if it drives him out of say J3, I3 or F3 giving you leverage to move forwards and hit the next line of defence. Obviously this is not going to work if the 37L takes the tank out so be careful moving into a fire position defend yourself by line of sight if you can. The H35s do have weaknesses. Mechanical reliability should not be a big worry. Every time you expend a start move you run the risk of immediate immobilisation on a natural 12 DR. If moving as a platoon the risk is split between the other vehicles, with a finite chance of all three vehicles synchronising immobilisation, not certain but the chances of two vehicle breaking down are one in six for two tanks, slightly more than that for three out of two, and all three hovers around one in thirty six. Bear in mind a DR of twelve is needed to trigger the possibilities, to put your mind at rest the chance of all three tanks moving as a platoon being immobilised simultaneously is around one in one thousand two hundred and ninety six or there abouts. Statistically that is very unlikely. For the really nervous this will not happen on turn one, and is not an issue if you stay in motion. Being radio-less forces you to bail out. If you lose a tank crew to the fight. If you lose a tank try to bail out, with a CS of two this is difficult so be pleased if you make it. Use the Tank as cover, burning wrecks are very useful in this respect, with a mild breeze the smoke will drift and may be between you and the enemy giving you some useful cover.

The three tanks are useful and important units. In addition you start with twelve Infantry squads and three Leaders. Leadership is nothing too special two 8-1s and a single 7-0. Nothing special but good enough for the job. The squads are evenly split between first line and Elite. Note broken side morale is raised by one which really helps rallying and defence against IFT attacks on broken units. The Infantry bring two MMGs and a further three LMGs on board. Their weaknesses are ELR and low smoke expenons. Their strengths well certainly numbers, and probably raw firepower. On turn one the Spahis outnumber the Germans twelve to eight in squads, 62 to 47 in terms of raw firepower. If the French can gain better terrain to fight an even fire fight they should win.

The map alignment is a bit unusual, creating a few unusual half hex woods, this should not have a big impact on play though. My first mistakes preparing for play were confusion about single lane bridges and grainfields. The ASLRB has the answers, grain is not in season, at present the MF penalty applies as the fields are ploughed and planted with crops but not high enough to provide a hindrance. For the German some concealment terrain is lost. For the French movement is slowed and some promising avenues of approach become death traps! Entering through the 40D6 grainfield becomes less attractive, and a move along the Southern edge of the board trickier. For me the most annoying bit of grain is in I6 a month later with grain in season it would provide a hindrance to fire from I3 to I9/I8. The single lane bridge I’d imagined being a big problem for movement, fortunately it isn’t but with a road block you might not ever get to cross it with a Tank! Late in the game the bridge is a problem. Without armoured support Infan-
try are very exposed on the bridge to fire from the Eastern Bank. Fire lanes are particularly painful. A squad in a foxhole with an LMG at ground level in I3 can place a fire lane along the bridge making it very difficult to cross with the prospect of PBF in I4. If the Germans have held back the MMG entry becomes easier but crossing the bridge very difficult. An MG in I6 or I7 can see more on board 40, offset against less ability to place a fire lane. If the German has plans to allow entry but contest the bridge crossing he may start the scenario with significant forces on board 40. A second option could be to retreat from I3/J3 buildings on turn one running back over the bridge. I’m not sure this is the way for the Germans to win. If the West Bank is overrun quickly with little loss, the problem of crossing the bridge might be set at its most difficult. Moving from the roadblock and assault movement. Once a tank is able to cross the bridge your winning chances grow.

So, how to attack. The basic plan is to move onboard, overcome blocking forces then drive/assault across the bridge. Being radioless the H35s’ must enter as a single platoon. There are two feasible entry points for Armour which allow fast movement. The A5/A6 road, and the I10 road. If you accept delay caused by moving through brush, ploughed fields or over hedges there are other routes. Not too bad an alternative the Orchards in F9, G10. The A5/A6 road can be interdicted. If enemy infantry are in the A4/B4 woods sending tanks’ in is a risk. If the ATG is also there you could lose a tank very quickly. As the gun is hidden a precaution you could take is to deploy a squad and enter a half squad on A5, move into A4 looking for the gun, then CX to B4 hoping you do not find a minefield! If the gun is present in either woods hex it will be occupied by the crew, and swamped by any other infantry you commit to that flank. If you find nothing move forwards swiftly with any accompanying Infantry. Ok the gun can appear in C4 or a number of other places and take a credible shot but if the tank goes it is in a more useful spot than the board edge. If enemy counters are plentiful on the Northern sector a direct armoured approach may be reckless. Instead assault using Infantry occupying woods, buildings and brush then shooting in successive turns. If you can break or destroy a couple of squads a turn the German defences will collapse.

Plan B is to enter the tanks on I10. They can reach D5 and engage enemy forward positions. If the ATG opens up and retains ROF, the best defence is line of sight. The Spahis have many choices for entry. Coming in through the Southern woodlands is the least attractive option. The Northern and Western Broad edges are more suitable. If the A5/A6 road is covered by concealed units, bring a force on to engage them with fire or at least hold them in place is valuable. Maybe three squads and a Leader, plus a LMG or MMG. There are no dummy stacks, and the worst that could happen is you engage a pair of half squads. The rest of your troops can arrive along the I10 road, or move through the broken terrain North of the road. Avoid moving in stacks, think before you CX, and be careful with your Leaders. Although it would be nice to get into position on turn one and start blazing away at the enemy, I suspect your first attacking positions will take two turns to reach. Enjoy any action that occurs before then but don’t feel the turn is wasted if you do not shoot much.

At the second and third turns you will attack the enemies front line and should break through fairly quickly. If you are causing some casualties you are winning. An average of just over half a squad per turn will reduce the Germans to a very small force late in the game. If you can trade your own units off for this at a favourable rate expect to win.

A few loose ends. Gain ground when you can. Use inherent smoke or at least try for it when it is useful. Take prisoners. Interrogation is in effect, it might reveal mines or strip units of concealment, very helpful to your cause. I’d recommend giving quarter. Prisoners will supply information and might be taken in sufficient numbers to remove the roadblock. I’ve a suspicion this contravenes the Geneva convention and might prove a mistake if subject to enemy fire. The idea of encircling enemy units appeals, without the mines and ATG tanks could achieve this. Keep the idea in reserve it really helps when you can pull it off.

The fight for the Western bank should be exciting. It will not always go the way you want it, but weight of numbers and armoured support will tell. The next objective is to cross the bridge. If the enemy cannot oppose your move this may just be a case of CXing a unit on turn seven. If enemy units are still active this will not be so easy. Given a choice you do not want to spend turn seven running through four hexes of residual fire and/or fire lanes to be robbed of Victory by bad luck. any remaining tanks are superb for the job. If they make it great, if they fail their loss will create a wreck and might provide smoke to cover any further moves. A turn seven scramble is kind of exciting, less flamboyant but perhaps more skill full being closer to a win in turns five or six. Watch out for some enemy units moving on to the Bridge or into I4 late in the game to win you must dislodge them, just being in CC or Melee is not quite enough.

This can be a tough game. The enemy mines, 9-2, and 37L are all worrying, but numbers, high morale and a well paced attack should earn a win.

A104 Conclusion

I’ve a nagging doubt the Germans can win by massing on board 40, happily digging foxholes and covering the bridge and its immediate approaches with fire power. Even a compromise of a platoon on the Western Bank could give the French a bad time. That said suspect there is more fun to be had trying to defend the Western bank with a serious force, and if there is any justice a greater chance of a win.

The attacker has a harder job to do, breaking through a serious force and gaining the far bank in the face of strong opposition. This becomes extremely difficult for the French if all the tanks are destroyed, extremely difficult for the German if none are.

Perhaps the key to this scenario is terrain, not so much line of sight as manoeuvre to place yourself in higher TEM terrain than your opponent to give the best chance of winning a fire fight.

This is not a bad choice for Saturday afternoon, and is the only one that doesn’t include Air support.

A104 After The Action

Quite a few people played this scenario at the Tournament with a fair few German defenders opting for setting up some forces on the Western bank. If the French attack was fast paced and driven forward with vigour they would win. Most games I heard of where pretty close with exciting finales.

Again another balanced scenario popular with the Tournament players credit to the organisers.

J9 A Stiff Fight

This scenario appeared in the first ASL Journal, alongside some blinding articles on Smoke, (or rather SMOKE), tin can tanks and jungle fighting. The jungle article is worth a read before playing “A Stiff Fight”, as are parts of Chapter G and of course the chap-
ter H notes for the CHI-HA.

As the Japanese are on the offensive this isn’t a hard core PTO battle with masses of hidden units and fortifications. Here we have a delaying action fighting against an armour supported probe. Part of the attraction is the British OB consists of Ghurkhas’, troops with an international reputation which is well deserved.

**J9 British Set Up**

For the Ghurkhas’ to win they must have an unbroken squad or half squad on or adjacent to a road hex between T5 and CC6. Take note of Special rule 2 which explains the Y10 to X6 road depiction is a path. The good news is this is a wide strip of territory that is not easy for the Japanese to defend. The Victory conditions also leave some scope for you to claim victory if a unit in melee or close combat is in a hex adjacent to a road. If the Japs take a Ghurka prisoner in close combat (why?), try claiming Victory if the MMC ends up on or adjacent to the road.

Ghurkhas’ are excellent troops. As British Elite troops they do not cower which is an underrated strength. Cowering occurs for troops firing without Leadership on double, that is for every sixth attack. This degrades the attack made, and some of the time stops subsequent first fire. Not cowering raises the strength of a British force. An ELR or five, plus Elite morale build on a good start, a smoke exponent of two are not bad. Better yet the Ghurkhas’ excel at close combat. If they are the ATTACKER or ambush the Japs they may declare close combat and are entitled to a -1 modifier for this. As commandos the Ghurkhas’ are stealthy always used in Jungle terrain. Legendary fighters the Ghurkhas’ rarely surrender even if encircled or surrounded, instead they will either low crawl or be eliminated. In “A stiff fight” you start with three 6-4-8 squads and another 4-5-8’s. The former have a fire power advantage the latter are longer ranged, both are good troops. Leadership is not too bad an 8-0 and 7-0 Leaders nothing too special, but the good news is you do get two Leaders which is of course better than just one. The support weapons allocation is good, four Bren guns and a pair of Boys Anti Tank rifles. The Bren was a well respected weapon in the British Army, with a full magazine it was a heavy weapon but could and occasionally was fired single handed, that is using just one hand. It attacks with a fire power of two and rate. This early in the war a Bren can serve as an Anti Tank weapon. Not a good idea when Infantry targets abound, but if suddenly adjacent to a tank, a shot has a good chance of a hit and will pit a to kill of four increased to five or six by range against armour factors or four or less. The Boys Anti Tank rifle is remembered by everyone who fired it! Weighing 36lbs compared to about 22lbs for a Bren it was a difficult weapon to shoot. It remained in service long after the war, and my Dad fired one on a rifle range during his National Service in the 1950s, in part to improve marksmanship but it also served to make the Bren seem lighter and Lee Enfield rifle easier to shoot. During WW2 it served as an early war anti tank weapon. A basic to kill of six requires some optimism against the frontal armour of a CHI-HA which will be three or four AF. Range helps but barring a critical hit your to kill roll will be five at best, with a possible shock roll on a six. Every second or third shot should be effective, so to take out all three tanks you need at least three shots but probably something like eight or nine hits. The Boys can be used against Infantry, it was not designed for target shooting but any hit would disable a man, and near misses tended to demoralise anyone targeted.

Aside from Infantry, Leaders and support weapons, you start the game with four wire counters. A restriction under scenario rule three limits the placement of wire counters on roads to two. This is a bit inconvenient as the wire only slows Infantry it can bog tanks. The CHI-HA is awarded low ground pressure in the game so a DR or ten or more will result in bog. A chain of four Wire hexes could be expected to slow or disrupt tank movement, but you are restricted to two hexes or wire on roads. Even so the wire you do receive is very useful. As PTO in effect wire is not always revealed until its hex is entered or you expend extra movement points to enter or leave a wire hex. You have the option of recording wire using HIP but only in Jungle Kunai or Bamboo hexes. This can be helpful for slowing an enemies attack.

The enemy does need slowing! Eighth enemy squads are attacking split equally between Elite and 1st Line troops. They are Steady and can use smoke grenades when full strength. Unfortunately Elite squads have a slim chance of WP which is very useful for stripping concealment and occasionally breaking or pinning units. In support the Japs have three LMGs, all B11 weapons but effective. The enemy has a single 50mm Mortar, an asset in Jungle fighting. The Mortar has Smoke and WP ammunition, and its HE rounds are effective airbursting against troops in Jungle or Bamboo. Remind your opponents he cannot fire the Mortar in Dense Jungle or Jungle road hexes. More support comes from a pair of MMG, complete with crews. The MMGs are not ideal on the offensive in Jungle, but your opponent will find uses for them. Probably more worrying are the Japanese leaders, a 9-1 and 9-0. With Leaders Japanese troops can move faster, and can be more resistant to fire combat. With no casualty cap in place the enemy will be unconcerned with the fate of any of his units. Watch out for Banzai attacks. Even a Jap SMC can launch one. In Jungle terrain you should expect some attacks, very effective when you are pinned, or covered in smoke as it almost guarantees hand to hand combat.

The remaining Japanese units are M97A or CHI-HAs. A very reasonable early war tank. It is fast with 14 movement points, reasonable armour, a smoke discharger and a decent gun for Infantry support which benefits from rate. A slight problem is the slow turret, a real handicap in more open terrain, less of an issue in this scenario. The lack of a radio is serious and has a big impact on play. CHI-HA tanks must enter as Junpatoon, and if wishing to move independently in subsequent turns must pass an NTC with a morale of 8. The MG armament is not expected to do much damage, the 57mm Gun is a deal more dangerous. At short range with acquisition it can wipe out your units very quickly. Against the AFVs you do have the ATRs and perhaps the Brens, if you have to close combat can do the job. Ideally you do not want to lose units taking out the tanks if you can possibly avoid it.

With overcast conditions in play it might start to rain. Good news as it restricts the use of Infantry smoke or the CHI-HAs smoke dischargers. With heavy rain a +1 LV hindrance applies to short range fire attacks which generally hinders defence.

There is a lot of PTO terrain present, swamp, Kunai, Bamboo and Jungle, with a single road, a few paths, ponds, and open ground. The Jungle is dense which confers a +2 TEM except vs. the Mortar where air burst applies. In Jungle road hexes normal stacking limits apply but without a road stacking is limited down to two squads. Even during daylight you can stray in interior Jungle hexes. For stealthy troops the chances are slim, perhaps worth remembering if Japanese second line or conscript units appear. There is a rule G.3 that restricts fire groups in Jungle, Kunai, Swamp or Bamboo. Pretty much units in the restricted terrain can’t form Fire groups with other troops in restricted terrain. This can be a big problem when you are trying to take out troops in high TEM terrain but not a massive inconvenience for a short range fire fight. One rule that does hurt Jungle is inherent terrain so hexsides have the potential to restrict line of sight. This can be very annoying and you must be careful when checking line of sight.

Kunai also imposes fire group restrictions. It is a lot like grain, but always in season and with a greater effect on move-
ment. Other than the small chance of straying it is as quick to move through Kunai than Jungle. Other considerations are it doesn’t cause air burst, and has a TEM of zero. The interesting Kunai on the map is mostly North or Row Y. There is a patch in O6, O7 that assists Japanese entry and two other swathes further South in U9, V9 and W3, W4, X2. Both of these areas can be exploited to catch the Japanese in low TEM cover as they move south.

Bamboo is more difficult to enter. It can cause vehicles to bog and can only be entered by minimum move, low crawl of advance vs Difficult terrain. Against IFT attacks it offers a +1 TEM, but the tank gun will benefit from a -1 TEM due to the effects of explosives on bamboo. Mortar fire will qualify for airbursts but are still resolved with a +1 TEM. Bamboos are subject to a two squad stacking limit, and cannot form multi hex firegroups with other restricted terrain types. Most of the interesting Bamboo is north of row Y. There is a Patch in S8 that cannot be overrun by tanks or easily advanced on into turn one. Further East in U3 is another clump, perhaps less useful for a defensive position but serves to slow enemy movement. A very interesting cluster of Bamboo covers Y3, Y4 and Z3 with paths through Y3 and Z3. As long as a Tank Gun or Mortar do not start plastering the area with HE this can be a touch position to capture. Chances are the Japs would seek to use firepower to achieve that.

Swamp is a lot like Marsh with big trees stuck in it. Again there are restrictions on firegroups. The CHI-HAs are prohibited entry and must check for bog if moving adjacent. Infantry can move through swamp. This is slow but very effective if it gets you somewhere important that the enemy has not defended.

There are a number of small ponds dotted around. Obstacles to movement they do create some line of sight opportunities but not many! Palm trees are a lot like in season Orchards, inherent terrain and neither good nor bad. They do allow easy movement for tanks and Infantry can flit through them with some protection from small arms fire. Palm tree in Y3 and T4 are not ideal but worth a look if you want to spread across the board a bit. There is a chance of Jap Infantry heading for the T5 to CC6 road and all hexes in T5, and/or T9 with your troops under it, stop the Japanese gaining use of the Path or road they contain and might just bog a tank or frustrate a Banzaiing Jap. Unfortunately once place wire cannot be moved and you are limited to placement in two road hexes maximum.

My best guess is the Japs will attack with the armour supported by most of the Infantry down the P5 road. A secondary attack may be launched towards T8, T9 but I could be wrong! Try to meet tanks with the ATRs, Infantry with hefty attacks catching the Japs in stacks and benefiting from low TEM or hindrances. You might bag a tank and maybe step reduce a few Infantry for little or no loss yourself. Not a bad start.

Next turn is harder. Stay and fight or fall back or a bit of both. If you fight decide pick your targets carefully. Hit the tanks if you can and consider moving units that have been acquired or face massed IFT attacks. Even holding the front line you can manoeuvre to exploit lines of sight and limit the number of enemy troops you fight.

Making use of skulking is part of the game system. A bit difficult, well maybe not possible in wire hexes but elsewhere practica. A full blooded withdrawal may be in order if you have been unlucky in a fire fight or it suits your style of play. Again you have options falling back as far as you can or just enough to force the Japs to use CX to catch you. When falling back try to exploit the Kunai patches seeking to catch the enemy moving through them at speed and unconcealed or a first and subsequent fire attack at -1 for FNAM. The road is jolly important. If the Japs control it they can split your remaining troops in two and concentrate against either flank in turn to wipe out your small force. Try to discourage movement down the road, stop or discourage tanks with the ATR, Infantry with 6-4-8 squads.

Which all sounds very easy. Main problem is your force is small just Seven squads. Deploying can help a bit later in the game but maybe not first thing. If your front becomes extended gaps will appear and there are enough Japs about to make a small gap bigger.

Don’t be too afraid of melee, if you are likely to ambush you have an advantage and if you ice a couple of squads early in the game suddenly your numerical problems are alleviated.

The opening turn should be fun. the next couple of turns will go your way some of the time. As you enter the closing stages of the game the fight is harder. The wire will have been found. You will have suffered casualties and the Japanese will be right in the ruddy way of anything you want to do!

If you are going to win it must happen on turn six. Gaining control of one or more road or adjacent to road hexes then holding on like grim death for longer than your opponent want you to! Here the motto of the Brigade of Gurkhas can help: “Kaphar hunu bhanda maru ramro” which is Nepalese for “It is better to die than live a coward. It could all come down to a final turn of close combat. If you are held in melee and have a squad on or adjacent to the road you win. If you lose, well it must have been close shake hands and give your opponent an opportuniy to agree.

J9 Japanese Set up and Attack

There are two ways to win. The first is to control the T5 to CC6 road and all hexes
adjacent to it at the game end. An alternative is to eliminate all the Gurkha forces. Worth noting to claim victory the enemy need only be unbroken, so a berserk squad can earn a victory as can one in melee.

The first factor to consider is the enemy forces. Gurkhas are bad news. Against most troops when your troops advance into combat in ambush terrain they have the advantage of being stealthy, leading to an ambush and often hand to hand with the additional -1 modifier Japanese troops attract. With Hand to Hand being so lethal you’re likely to ice an enemy unit for no loss. Against Gurkhas the picture changes, they are also stealthy, less prone to ambush, and if they turn the tables able to attack in Hand to Hand with their own -1 modifier. With high Gurka fire power a kill is highly probable and even an MP could not disrupt this. There might be a use for vehicular smoke dischargers. With 5D5 a DR of five or less is needed for placement. This drops to four if buttoned up. The ASLRB gives good coverage, key things to remember it must be the first weapon you fire, can be triggered or placed in response to enemy movement and doesn’t work in rain! A valuable use for smoke could be when moving over wire. If the wire is cleared by the first tank to move onto it fine, but if you are bogged smoke can work defensively. Later it may help you advance Infantry through the jungle with better protection, smoke and say dense Jungle really adds serious TEM. With 14 MP even using platoon movement trying for Smoke is not going to slow you down too much.

The Tanks can do overruns. A pretty basic 6 IFT is not devastating or particularly bright vs an unbroken squad with an ATR. Picking off a lone Leader or broken MMC is a better target.

The tanks are useful. Remember there is no casualty cap so take some chances with them. If you can exchange each tank for a squad, that would leave you outnumbering the Gurkhas two to one.

I’ve gone into some detail about the terrain present and features of board 37 in the Gurkhas scenario analysis above. Chapter G is essential reading and I’ll only mention key details here. Dense Jungle, Bamboo, and Palm Trees are inherent terrain, this has a tremendous effect on line of sight. At times it will help, at times it will not. Everyone makes mistakes occasionally so don’t dwell on yours. That said look for hexsides that block enemy LOS when you are moving. A fire attack blocked by hexside doesn’t even leave residual fire and is effectively lost. Exploit it when it happens but don’t make a big thing of it.

The ultimate aim is to kill or break all the Gurkhas or at least keep them out of the Victory Area. First you must move onto his units to earn Victory, enemy set up has some influence on how you can do this. In most games concealed enemy units will oppose you from the treeline on row T. Very rarely they won’t, and your first move will be a steady move forwards. Moving as stacks may be beneficial with the aim of getting as far down the road as is safe to do so. This is a good start to the game, and has strong prospects for a win if you keep up the pace of the attack.
Nearly as good are a series of small isolated positions. Tackle one or two at a time and before long you will have destroyed a sizeable chunk of the enemy forces for small loss to yourself. If done expertly small defensive positions can lead to a Gurkha win, although some delay or bad luck on your part is needed.

Another unlikely defence comprises a hedgehog around BB3 or thereabouts. Will work fine for the first two or three turns not so well thereafter!

My own view is the enemies best defence is to oppose your entry through open ground, Kunai or Palm Grove whilst benefitting from Dense Jungle cover. To overcome such a defence you need to concentrate against part of the line and drive through. Depending on specific enemy set up the best spot to assault is likely to be around T5. By moving down the road you can get pretty close with the armour and mass infantry in support. Expect some pain as you enter, return the favour if he stays to oppose you.

Once he retreats you are both in Dense Jungle, both receiving +2 TEM for IFT attacks but you have the edge with Tanks, MMGs and the Mortar. By applying steady pressure you can drive the enemy back, breaking or killing units as you go. As long as your fight is supported by armour and massed support weapons you will be degrading the enemy faster than he is attriting you. This can go on for a while, but suddenly becomes a bit one sided when your slower losses lead to the Gurkhas being worn down to two or three squad equivalents fighting bravely and unsupported. Expect a tough fight. The Gurkhas are excellent troops and I think they are excellent troops. I'm drawn to the Gurkhas in part for their odds of winning, in part for round three, it has a high fun quotient and might be the quickest playing of the three scenarios on offer. Both sides have winning chances. I'm drawn to the Gurkhas because I think they are excellent troops.

As the game approaches its finale most if not all of your tanks will be disabled, destroyed or recalled, your force will be much smaller, one or both Leaders dead or at least wounded. You will have given the stiff fight that gives the scenario its name but become much reduced in the process.

You still have more to do. A lone MMC in the Victory area earns the Gurkhas a win. You must seek out and neutralise any troops still in the game. Sometimes you’ll do a blinding job and not have too much to chase down. If the attack has been flawed or unlucky the closing turns will be more fraught.

A few loose ends. Some nasty things will happen. Advancing onto hidden barbed wire can be fatal. A bogged tank stuck in Jungle, adjacent to a Swamp or with wire wrapped round its tracks slows down platoon movement and is bypassed if subsequently immobilised. Crews can and do bail out to man the mortar or LMGs, look for wire, or draw enemy fire, scrounge a LMG if appropriate, little ploys like that can add up to a win in a close game. Keep the sniper busy, on turn five a broken squad is more useful than a dead Leader. Prioritise your targets with a thought to the mission. Use captured weapons, limit the time you spend trying to find them though! Occasionally Banzai is the way to go, not often, and not all the time. It can work well in conjunction with smoke if you get a chance.

Not really a loose end more of an important tactic. Encircle and infiltrate. If you can flank a position enemy units can become encircled. Gurkhas they will not surrender, they will still suffer movement and morale penalties and be eliminated if unable to rout. Infiltration is similar, seeking to prevent rout and Leading to encirclement if used for fire attacks.

I’ve not mentioned platoons or how to split the forces yet. Japs are a bit like Finns able to function tolerably well without Leadership. The two MMGs work well as a team in the same hex or close together but protected by other units, say a tank or squad. The Leaders are there to speed up movement, rally troops when broken half squads appear and in the case of the 9-1 direct fire combat.

The tanks are important for a win. Not so much for their fighting qualities so much as to address your shortage of Infantry! The CHI-HAs’ MG and 57mm gun are effective, the armour is resistant to enemy attacks, but if you were picking a force from scratch more infantry would be preferable to tanks in this very close terrain. That said you must work effectively with what you have got.

Expect a tough fight. The Gurkhas are excellent troops and here they are reasonably well equipped. If you can co-ordinate the tanks Infantry and heavy weapons teams you deserve a win. If you attack with units in isolation you will need more luck to do the job.

J9 Conclusion

Gurkhas make this scenario much more interesting. Their close combat abilities and stealth argue against Japanese players’ gleefully entering close combat whilst high firepower and immunity to cowering may argue otherwise. The Japanese will need to exploit their armour to create winning chances. This can mean trading a tank for a squad, flattening wire or simply persuading Gurkhas’ to move back a hex.

In any scenario luck plays a part. A few good rolls could disable or destroy two or even three tanks very quickly. With similar luck though Japanese troops would be shooting Gurkha stacks to bits or coming out on top in close combat. If you roll low enough, often enough you will either win or in my case stay in the game longer against much better opposition! To get the best out of “A Stiff Fight” you need to exploit good luck when it happens, and not be too discouraged if it comes your way.

I think this scenario is a good choice for round three, it has a high fun quotient and might be the quickest playing of the three scenarios on offer. Both sides have winning chances. I’m drawn to the Gurkhas in part for their odds of winning, in part because I think they are excellent troops.

J9 After the Action.

Tried to avoid this scenario as it can end up a bit cluttered along the road. Several folk played it though and didn’t hear any grumbling.

---

**ASL FOR SALE**

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yanks ***</td>
<td>£15</td>
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<tr>
<td>Partisan ***</td>
<td>£10</td>
</tr>
<tr>
<td>The last Hurrah **</td>
<td>£10</td>
</tr>
<tr>
<td>Gung Ho *</td>
<td>£35</td>
</tr>
<tr>
<td>KGP 2 *</td>
<td>£29</td>
</tr>
<tr>
<td>ASL annual 92 *</td>
<td>£10</td>
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<tr>
<td>ASL Rulebook ***</td>
<td>£10</td>
</tr>
<tr>
<td>Guerra Civil *</td>
<td>£29</td>
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<tr>
<td>Operation Compass/Wavells 30,000*</td>
<td>£25</td>
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<tr>
<td>Carnage at Cassino *</td>
<td>£18</td>
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<tr>
<td>Arnhem the 3rd Bridge *</td>
<td>£20</td>
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<tr>
<td>Ruweisat Ridge *</td>
<td>£20</td>
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<tr>
<td>Squad Leader ***</td>
<td>£15</td>
</tr>
<tr>
<td>GI: Anvil Of Victory ***</td>
<td>£15</td>
</tr>
</tbody>
</table>

* Mint counter sheets intact and all maps overlays in perfect condition.
** Good condition.
*** Used.

Prices do not include postage.

Contact Paul Jacobs, 14, rue de Delemont, Saint Louis, 68300, France. Tel 0033.389.67.98.94 or email pauljacobs@wanadoo.fr.
LEADERSHIP AMONGST THE SCENARIOS

Chris Riches

As any Squad that’s ever had to fight for me will tell you, I have a great Leadership style – follow me the all the way into the casualty pool! So this article isn’t about glorious tactics and inspired small unit leadership to help you win scenarios. Sorry. More mundane stuff here chaps about relative distribution of Leaders in our scenarios. Who’s ready to go over the top with some statistics?

This list was developed in order to convert non-ASL (ie ATS) scenarios into an ASL format, and is actually a much bigger spreadsheet than what is presented here. I wanted to be able, for a given number of leaders in a scenario, to define the quality of leaders that would be present. I also wanted to be able to make some distinction between nationalities.

This could have been achieved by using the LG# within the ASL DYO system, but it was clear from a quick scan of scenarios that force leadership didn’t match too well that model. Therefore what I did was take all the official scenarios (ie with modules, General, Journal etc) and record the distribution of leaders amongst those scenarios. At this point I stopped and saw whether I had a reasonable output, or whether I needed to carry on into 3rd party products, but decided that it was OK.

The results were quite interesting in how varied they were - for example there are 17 different examples of ways in which just two leaders were provided (7-0 and 8-0, two 8-0s, 8-0 and 8-1, 7-0 and 9-2 etc).

I then screened the output in each group to provide a small number of more common leadership pairings, and then assessed each of the major nationalities against these. One of the outputs was a “Nationality Start Point”. This represents the most common leadership group for that nationality, and thus the start point for determining quality. Then, if you want a better force, go down the table one or two rows. Similarly, if you want a worse force, go up one or two rows.

2 Leaders

Leaders

<table>
<thead>
<tr>
<th>Leaders</th>
<th>Nationality Start Point</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-0, 8-1</td>
<td>Sov</td>
</tr>
<tr>
<td>8-0, 8-1</td>
<td>Ger, US, Br</td>
</tr>
</tbody>
</table>

The 5 groups shown account for 68% of all 2-leader groupings, of a total of 17 different types.

3 Leaders

Leaders

<table>
<thead>
<tr>
<th>Leaders</th>
<th>Nationality Start Point</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-0, 8-0, 8-1</td>
<td>Sov, US, Ger, Br</td>
</tr>
</tbody>
</table>

The 6 groups shown account for 64% of all 3-leader groupings, of a total of 31 different types.

4 Leaders

Leaders

<table>
<thead>
<tr>
<th>Leaders</th>
<th>Nationality Start Point</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-0, 8-0, 8-0, 9-1</td>
<td>Sov</td>
</tr>
<tr>
<td>7-0, 8-0, 8-1, 9-1</td>
<td>Ger</td>
</tr>
<tr>
<td>8-0, 8-0, 8-1, 9-1</td>
<td>Br, Ger</td>
</tr>
</tbody>
</table>

The 5 groups shown account for 56% of all 4-leader groupings, of a total of 34 different types.

5 Leaders

Leaders

<table>
<thead>
<tr>
<th>Leaders</th>
<th>Nationality Start Point</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-0, 8-0, 8-0, 8-1, 9-1</td>
<td>Sov</td>
</tr>
<tr>
<td>7-0, 8-0, 8-0, 8-1, 9-2</td>
<td>Ger, US</td>
</tr>
<tr>
<td>8-0, 8-0, 8-1, 8-1, 9-1</td>
<td>Br, Ger</td>
</tr>
</tbody>
</table>

The 5 groups shown account for 55% of all 5-leader groupings, of a total of 23 different types. The 5 leader data set was the one, not surprisingly, with fewest number of entries and the flattest distribution.

General Notes

The data is of course dependent on the type of scenario analysed, and so with the British represented by Pegasus Bridge and A Bridge Too Far, their quality might possibly be higher than “normal”.

Other comments

Commissars were replaced by their non-Commissar equivalent.

6+1 Leaders were very few, and have been treated as 7-0.

10-3 Leaders again are rare and have been combined with 10-2.

A few scenarios had 3 of same type of Leader, and these were screened out as abnormal distributions.

For the 1 Leader category, pick whatever! Typically, 8-0, 8-1 and 9-1 have been used.

There were too few scenarios with 6 or more leaders to make an assessment worthwhile.

Again, too few to make French, Italians and others valid.

Separate groups in a scenario are done separately (eg a group of 3 and a group of 2 are treated separately, not as one group of 5).

The other piece of information I logged whilst I was about it, was the ratio of Leaders to Squads for the main nationalities, which came out as follows:

<table>
<thead>
<tr>
<th>Nationality</th>
<th>Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ger</td>
<td>0.3357</td>
</tr>
<tr>
<td>Sov</td>
<td>0.2356</td>
</tr>
<tr>
<td>US</td>
<td>0.2962</td>
</tr>
<tr>
<td>Br</td>
<td>0.306</td>
</tr>
</tbody>
</table>

This can then be used to work out the typical number of Leaders for a nation’s force of various sizes:

<table>
<thead>
<tr>
<th># Squads</th>
<th>Ger</th>
<th>Sov</th>
<th>US</th>
<th>Br</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
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<tr>
<td>3</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>2</td>
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<tr>
<td>6</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>7</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>8</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
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<tr>
<td>9</td>
<td>3</td>
<td>2</td>
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<td>3</td>
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<tr>
<td>10</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>3</td>
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<tr>
<td>11</td>
<td>4</td>
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<td>12</td>
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<td>14</td>
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<tr>
<td>15</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

So there you have it. Not too painful and hopefully of some use to someone. And why should I write an article on Leadership? Maybe in response to my appraisal one year from my line manager who said “we don’t know why people like working for you”. Enough said.
I suspect that I am like the majority of readers in that the ‘Winter War’ was almost unknown to me until I purchased the ASL Annuals. I knew nothing of the causes of this conflict and little of its outcome, except that, alone of the ‘new’ Baltic states set up in the aftermath of World War I, Finland preserved its separate existence. This title rectified a gap in my knowledge.

After chapters discussing the emergence of independent Finland and the life of Baron Carl Gustav Mannerheim, the cause of the war is explained. It was recognised that Leningrad was in an exposed position in the event of an invasion. Stalin therefore demanded that Finland surrender some offshore islands in the Baltic, some territory in Karelia and permit the stationing of Russian troops on Finnish land. After debate, the demands were rejected; some politicians thought it was a bluff. Angered by the rebuff, Stalin sent in the Red Army.

Neither side was prepared for war. Finland had not mobilised, and the Red Army, suffering from the purge of its officers, simply was not trained for the fighting to come. One senior officer ordered ammunition and fire support for a campaign of no more than twelve days; hostilities lasted for three and a half months! Despite initially being forced back by the Red Army’s overwhelming strength and hampered by a lack of heavy weapons (for instance, they had to use heavy Maxim machine guns in place of light artillery), the Finns soon showed that they were not push-overs. Equipped with winter camouflage and warm clothing not available to the enemy, they conducted hit-and-run attacks on the Russians, who largely stayed on the available roads through the forests.

Two Russian divisions were almost completely destroyed at Suomussalmi. Moving along the road in column, the first division was hit by ski troops who punched gaps hundreds of yards wide throughout its length. The Finns fortified their sides of the breach and repulsed Russian attempts to break out. They then snuffed out each Russian group in turn. (The ASL scenario “On the Raate Road” depicts just one of myriad encounters in this area). The second, supporting, division came under the same treatment and suffered the same fate. This column commander eventually ordered a general retreat. The two Russian generals suffered different fates. One died in the fighting, the other escaped to his own lines, where he was court-martialled and shot.

In January 1940, even as the slaughter at Suomussalmi was reaching its climax, leaving over 27,000 Russians dead, Stalin appointed Timoshenko to command the invasion, with Zhukov as his Chief-of-Staff. The soldiers were properly trained in new tactics, and the second attempt began with a ferocious bombardment on 1 February. The Russians broke through the Mannerheim Line on 11 February, despite desperate resistance. The Finns lack of heavy equipment told against them, and the next day the cabinet authorised the government to seek terms. In early March the Finns went to Russia and were presented with terms on a ‘take them or fight’ basis. The treaty was signed on 12 March, to come into effect the following day.

With only fifteen minutes to go, the Russians began a furious bombardment in the region of Viipuri, out of simple bloody-minded spite, which killed hundreds.

With the fighting ended, Finland lost some 16,000 square miles of territory. In human terms, she suffered almost 25,000 dead and another 43,500 wounded. Mr Trotter says that Finnish historians now believe that the Russians may have lost between 230,000 and 270,000 dead, with perhaps that many again wounded. It is also suggested that 5,000 Soviet soldiers who had been captured by the Finns disappeared into camps run by the NKVD following repatriation, where they were interrogated and shot.

In June 1941, the Finns went to war with Russia as Germany’s allies in Operation Barbarossa, in what became known as the “Continuation War”. For the most part, Marshal Mannerheim was content to take back only those lands lost the previous year, although the Finns also took East Karelia. Stalin’s resettlement policy had changed the ethic make-up of the area, however, and the Finns found they were not welcomed with open arms. In the aftermath of Operation Bagration and the destruction of German Army Group Centre, the Finns found that the pendulum had swung the other way again and once more sued for terms. They were forced to relinquish all their gains of 1941 and to eject German troops from their country. This led to more death and destruction, as the Germans destroyed everything of value in Lapland when they retreated to Norway.
The Essential ASOP
Jim McLeod

I really do have too much time on my hands this evening ...
Here is what I consider to be the “Essential ASOP”, stuff I hold little/no wiggle room on for myself or my opponent.
Announce each action in order of appearance and you are set to go without committing any huge ASOP violations. Items left off are intentional (unless I missed some huge must do ones!) and are items I would be lenient on, especially anything involving Panjis, Convoys, Columns and/or Pack animals of any species.
In cases where there are Para-Drops, Gliders etc, I will read the pertinent rules before play and as a reminder, make notes on when to do stuff.
Newbies, let the following be your mantra. I shall make it mine. :)  

## 1. RALLY PHASE

<table>
<thead>
<tr>
<th>1.11A: Setup Off-Board units</th>
<th>5. ADVANCING FIRE PHASE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.12A: Wind Change DR</td>
<td>5.11B: During Mild Breeze, place drifting smoke</td>
</tr>
<tr>
<td>1.13B: Recombine GO HS’s</td>
<td>5.12A: Fire ordnance WP (dispersed)</td>
</tr>
<tr>
<td>1.14B: Attempt to Recover SW/Guns</td>
<td>5.13A: During Gusts, remove dispersed smoke and flip smoke counters to dispersed</td>
</tr>
<tr>
<td>1.21A: Deploy</td>
<td>5.22A: Fire units that are allowed to fire</td>
</tr>
<tr>
<td>1.22B: Repair and Transfer SW/Guns</td>
<td>5.31B/5.32B: Resolve Fire stuff</td>
</tr>
<tr>
<td>1.23B: Rally (Don't forget first MMC self Rally)</td>
<td></td>
</tr>
<tr>
<td>1.31B: Roll for Shock/UK</td>
<td></td>
</tr>
<tr>
<td>1.32B: May claim Wall Advantage (Attacker first)</td>
<td></td>
</tr>
</tbody>
</table>

## 2. PREP FIRE PHASE

| 2.11A: Remove Dispersed Smoke | |
| 2.12A: Fire Ornance Smoke     | |
| 2.13A: Attempt Radio Contact  | |
| 2.21A: Become TI and Mop Up and Entrench | |
| 2.22A: Fire eligible units, Declare Opportunity Firers | |
| 2.31A: Change CA of Guns eligible to do so | |

## 3. MOVEMENT PHASE

| 3.21A: Move Berserkers able to do so | |
| 3.22A: Drop possession of SW/Guns | |
| 3.31A: Move units that are allowed to Move | |

## 4. DEFENSIVE FIRE PHASE

| 4.11D: Fire ordnance smoke (dispersed) | |
| 4.12D: Attempt Radio Contact | |
| 4.21D: Make Defensive Fire attacks as are allowed | |
| 4.31D: Change CA of Guns eligible to do so | |

## 5. ROUT PHASE

| 6.1B: Voluntary break units | |
| 6.12B: Disrupters Surrender as applicable | |
| 6.21B: Rout units | |

## 6. ROUT PHASE

| 7.11A: Transfer SW/Guns/Prisoners | |
| 7.21A: Advance units eligle to do so | |

## 7. ADVANCE PHASE

| 8.11B Place onboard under “?”, all HIP units if any are in CC Location. Reveal unit strength factor of concealed units, eliminate Dummies | |
| 8.12B: Resolve Ambush if applicable | |
| 8.15B: Declare Intention to Withdrawl from “Melee” (Attacker first) | |
| 8.21B: Declare CC attacks (Attacker First) | |
| 8.24B: Resolve CC Attacks | |
| 8.42B: Resolve non-Flame Clearance Attempts | |
| 8.44A: Conceal units eligible to Conceal | |

Now, thats not so hard ... is it. :)
### NIGHT ACTIONS MATRIX

**Chris Riches**

<table>
<thead>
<tr>
<th>PFPh</th>
<th>Attacker places FFE hexes, MC / PTC: D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacker places FFE and Gunflashes in FFE hexes,</td>
<td></td>
</tr>
<tr>
<td>Attacker fires at Enemy: A E F I J L and Gunflash.</td>
<td></td>
</tr>
<tr>
<td>Attacker Fires Illum (if allowed - I occurred):</td>
<td></td>
</tr>
<tr>
<td>MC / PTC: D</td>
<td></td>
</tr>
<tr>
<td>Attacker moves into non-dummy Minefield:</td>
<td></td>
</tr>
<tr>
<td>Break/KIA/K: A F I J &amp; Gunflash</td>
<td></td>
</tr>
<tr>
<td>MC/PTC: A F</td>
<td></td>
</tr>
<tr>
<td>Best GO Leader rolls for Freedom of Movement. dr &lt; ELR (if allowed - L occurred):</td>
<td></td>
</tr>
<tr>
<td>Success: G (Def turn only)</td>
<td></td>
</tr>
<tr>
<td>Attacker enters loc of HIP/concealed unit: A</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MPh</th>
<th>Defender places FFE hexes, MC / PTC: A F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defender places FFE hexes,</td>
<td></td>
</tr>
<tr>
<td>Defender fires at En: D I J Gunflash</td>
<td></td>
</tr>
<tr>
<td>Defender fires Illum (if allowed - I occurred):</td>
<td></td>
</tr>
<tr>
<td>MC/PTC: A F</td>
<td></td>
</tr>
<tr>
<td>Gun Duel: A D E F I J L Gunflash</td>
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</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MPh/DFPh</th>
<th>Defender moves into LOS of Defender: F (if known) I</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defender fires at Enemy: A E F I J L and Gunflash.</td>
<td></td>
</tr>
<tr>
<td>Defender moves into Trip Flare location: Set off: A F I K</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>APh</th>
<th>Attacker moves into LOS of Defender: F (if known) I</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacker moves into non-dummy Minefield:</td>
<td></td>
</tr>
<tr>
<td>Break/KIA/K: A F I J &amp; Gunflash</td>
<td></td>
</tr>
<tr>
<td>MC/PTC: A F</td>
<td></td>
</tr>
<tr>
<td>Attacker enters loc of HIP/concealed unit: A</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CCPh</th>
<th>Ambush by attacker:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Def not all elim: A E</td>
<td></td>
</tr>
<tr>
<td>Ambush by defender:</td>
<td></td>
</tr>
<tr>
<td>Att all elim: E</td>
<td></td>
</tr>
<tr>
<td>Att not all elim: D E F</td>
<td></td>
</tr>
<tr>
<td>Normal CC attack: A D E F L</td>
<td></td>
</tr>
<tr>
<td>Units held in Melee: A D E F I J L and Gunflash</td>
<td></td>
</tr>
</tbody>
</table>

### Code Outcome

- **A** Attacker loses Cloaking/concealment. 
  Retain concealment if non-illuminated and beyond NVR of all GO enemy (unless Breaks).
- **D** Defender loses Concealment / HIP. 
  Retain concealment if non-illuminated and beyond NVR of all GO enemy (unless Breaks).
- **E** "No Move" removed from attacked unit. (N/A if Sniper / OBA)
- **F** "No Move" removed from all units which can see a known Attacker (ie within normal NVR, or illuminated).
- **G** "No Move" removed from Leader and units he is stacked with.

### Code Outcome Pre-condition Status

- **I** Unit with IR/Starshell capability can fire a Starshell. 
  If doesn't do so, need to incur condition again. If does fire IR/Starshell, then they may be fired subsequently by either side. 
  Trip flare counts as Starshell having been fired. 
  Trip flare activates.
- **J** Jitter fire possible 
  FFE Gunflash
- **K** Bore sighted Fire Lane can be used without target in LOS. 
  Illuminant fired 
  Trip Flare activates
- **L** Best Defender leader able to roll for freedom from No Move. 
  Attacker attack other than successful Ambush
“THIS IS THE CALL TO INTERNAZIONALE ARMS!”

This is the latest edition of the overseas (IE non Britain or North American) ASL Players Directory.
It is broken down by country. Within the countries, players are listed according to their ZIP/Postal Code.

AUSTRALIA
R. Connell, PO Box 252, A-25194 Kume MLM
B. McElrath, 12 Mumpitz Street, Wynne, SA 5127
Mark McGlachlin, 3 Smith Street, Balwyn, Sydney, NSW 2027

Austria
Jeff Crowder, Ederstrasse 74/7, 1050 Vienna
M. Bohr, Bad Reichenhall Str. 42-6, A-6341-Wendelstein
Ronaldo Noviticky, Hoffbergerhaus 12-14/913, A-1120 Vienna
P. Schobenh, Institut für Schweizerkunde, Rosenaustrasse 3A/B, A-1040 Wien

Belgium
J. Basler, 24 Chemin du Lussex, CH-1008 Jonslux-Mezers
M. Goni-Ali-E L, 4 Chemin du Lussex, CH-1008 Jonsux-Mezers
A. Dekker, 34, Zetveld, N-1182JZ Amstelveen
Dirk Beijaard, Enschedepad 78, 1324 GK Almere

Bosnia
J. Martinic, 63 K. Mek Park, Blackheath Avenue, Dublin 7

Denmark
Michael Hastings-Loth, Forhenvangen 13, 3400 Hiloer Varn
Lars Klyster, Ejlgade 2 b, 1 b, 2100 Copenhagen A
Peter Løger, Tolduerudvej 69, 1 r, 1000 Østerbro C

Eire
J. Martinic, 63 K Park, Blackheath Avenue, Dublin 7

Finland
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M. Bohr, Bad Reichenhall Str. 42-6, A-6341-Wendelstein
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Eire
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Finland
A. Basler, 3 Rue de la Cite, F-67000 Strasbourg
J. Depotte, 19, Rue Darnel, F-62100 Calais

Germany
K. Angermund, 4. Lembkestrasse, D-4330 Muelheim/Ruhr 1
C. Vandenbosch, 74, rue du Chene Houpline, F-59200 Tourcoing

Holland
De Bois, 2/20 Rue SB Clement, F-59490 Lille
Philippe Briqua, 51 rue Dorando, 79014 Paris
A. Buzon, 110 Rue de la Paix, F-75002 Paris
J. Chaufour, 20, Route de Chalon, F-73000 Chambéry

Ireland
J. Martinic, 63 K Park, Blackheath Avenue, Dublin 7

Switzerland
1- Dixie AE L, 4 Chemin des Laves, CH-8000 Jeanaz-Maret
P. Wahl, 23 Chemin des Mottes, CH-1213 Onevan/Geneva

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

**View From**
ON THE CONVENTION TRAIL

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

APRIL
ANZACON 2000

When: 24 – 25 April.
Where: Abbotsford Hotel, High St, Abbotsford, Australia.
Fee: $20.00 Australian.
Contact: Peter Struijff at pastruijf@hotmail.com or visit the website at http://www.war-all.com/anzac.

MAY
MONTREAL ASL FESTIVAL

When: 22 – 24 May.
Where: 1375, rue Ste-Catherine, Montreal, Quebec, Canada H3B 2M3. Phone (514) 849-0248.
Fee: $30.00 CDN ($15.00 CDN for a single day).
Format: The main tournament will be as many rounds as necessary. There will be an Operation Veritable Battlefield Tour on the Thursday with a visit to the Operation Veritable Battlefield. Contact: Diane Mike at diane-mike@sympatico.ca or visit the website at http://www.g54/g54/g52/g45/g43/g48/g45/g53.pdf.

OCTOBER
INTENSIVE FIRE 2004

When: 28 – 31 October.
Where: The Kivi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £33.00 per night, double rooms £29.00 per night per person if booked prior to 1 October – thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at www.kiwihotel.co.uk.
Fee: £7.00 (entry is free for those only able to attend for one day). 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.
Notes: Prizes are awarded to winning players and the Convention Champion, who is the player judged to have had the most successful tournament with all games played over the weekend being taken into consideration.
Contact: For more details or to register contact Pete Phillips, 24 Huggett Close, Leicester, LE4 7P7. Phone (0116) 266 6994 (evenings only) or email f5f@vftt.co.uk.

ASL Word Search

Here's a little ASL word search puzzle to keep you occupied.

K N C G T B A X K T F I S E A
I E Y L A N D P L A J R V S
D K T E Q O R L Z P I V B S
D O G M T S E R N I F Y T W A
S R Q X E P E A U E T J E B U
U B W S F L B C V E S A H T L
G H L I S J E I O I B K M I T
C J R Y W M S E I M W S A G F
T E Z Z Y N Y I N P B M M E I
L Q K R E S R E B B W A O R R
L I N T Q V L B H C G T T J E
S D N L C P T T F V P M S N B
G I A R M O R E D C U P O L A
C K O T C L N A P A L M T J P
V Y Z N B K F G B H F O K O Q

NASHCON

When: 28 – 30 May.
Where: The Franklin Marriott Hotel & Cool Springs Conference Center, Franklin, TN.
Format: Five-Round Swiss style tournament. One of the best days of the year. There will be an Operation Veritable Battlefield Tour on the Thursday with a visit to the Operation Veritable Battlefield. Contact: Chris Edmondson at POB 44, Rockvale, TN 37153, 615/867-0229 or email him at chris66@comcast.net.

SEPTEMBER
A BRIDGE TOO FAR 2004 ARNHEM ASL TOURNAMENT

When: 17 – 19 September.
Where: Stayokay Hostel, Diepenbrocklaan 27, Arnhem, Holland. Next to a nearby B&B or those not served on this basis the organisers will be happy help in finding alternative accommodation. There will be an Operation Veritable Battlefield Tour on the Thursday with a visit to the Operation Veritable Battlefield. Note: There will be an Operation Veritable Battlefield Tour on the Thursday with a visit to the Operation Veritable Battlefield. This will be followed by a visit to the Dutch War Museum in Overloon, Netherlands.
Contact: For more details contact Peter Struijff at email at pastruijf@hotmail.com or visit the website at http://www.war-all.com/anzac.
INTENSIVE FIRE 2004
29 – 31 October 2004

INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2004 is our tenth anniversary 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-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players. 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 (£35 per night for a single room or £30 for a double room). Players wishing to stay on Thursday evening should book early as there is Soroptimists conference close by on the same weekend and and rooms may be let out to them. 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. Telephone (0116) 210 1798 (+44 116 210 1798 from outside the UK) or email if@vftt.co.uk.