

VIEW FROM THE TRENCHES

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THE BIG BOOK OF ASL SLEAZE v2.5 - a sleaze update

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PREP FIRE

Another late issue, an all too common experience nowadays :- (At least this one is just out in time for the tenth anniversary of INTENSIVE FIRE! Thanks to Ian Daghish for providing the photos of IF95.

One thing I do need in the next couple of weeks is some articles, I'm really struggling for material now, having used most of the stuff I had left over for this years issues.

Double 1. My last, best hope for victory.

Pete Phillipps

COVER: INTENSIVE FIRE through the years: from top working clockwise IF96, IF98, IF03, IF99, IF2000, IF97.

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 go to:

<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>.

EMOTICONS

With the growth of the InterNet, emoticons have originated to allow people to show expressions in text. I find these very useful for the printed word in general, so you'll see plenty of them in *View From the Trenches*.

An emoticon is created with keyboard characters and read with the head tilted to the left. Some typical emoticons are:

:-) humour or smiley
;-) winking
:-> devious smile
<g> grin
:-(sad
:-o shocked or surprised
#-(hung-over

VIEW FROM THE TRENCHES is the bi-monthly British ASL journal. All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your ASL experiences with others. *VFTT* allows you to communicate with other ASLers. Don't be a silent voice.

Issue 57 should be out at the beginning of November 2004.

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

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

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

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INCOMING

MMP AIM AT NEWBIES

Hasbro has re-newed MMP's license to reprint *ASL* and other Avalon Hill wargame titles in a deal which runs until late into the decade Curt Schilling announced "We're very pleased that Hasbro has shown and continues to show faith in us as producers of quality game products. We are grateful for their continued support."

MMP have also announced that they are looking for playtesters for several projects, including *ASL Journal 6*, and action packs from Ian Daghish (Normandy) and Pete Shelling (East Front) using new boards from Don Petros. If you are interested in being a playtester email either Perry Cocke at perrycocke@comcast.net or playtest coordinator Kevin Valerien at Valerien@ciena.com.

Away from *ASL*, MMP plan to revive two more AH titles - *Panzerblitz* and *Up Front*.

SECOND MELEE

The SoCal *ASL* Group have released *Melee Pack II*. As before there are six scenarios and cheat sheets, featuring actions ranging from the Crimea to Stalingrad via the jungles of Ecuador. Priced \$11.00 (\$14.00 overseas) it is available from Matthew Cicero, 1810 Chantry Drive, Arcadia, CA 91006, USA or their web site at www.socalasl.com.

HOB RECON AGAIN

Heat of Battle have released *Recon By Fire 2*. Priced \$36.00 (\$42.00 overseas) it contains *DASL* map "Bf2", an APC Player Aid, 10 scenarios, and features articles on Breaching Operations and Mechanized Warfare. It can be ordered from Steve Dethlefsen, 525 Golf Lane, Lake Forest IL., USA or from their web site at www.heatofbattle.com.

BUNKER 19 SHIPS

Dispatches From The Bunker 19 is out now. Inside are three scenarios, an article on the *OVHS Riley's Road* CG 'Milk Factory', the usual Tactical Tips, a review of Nor'Easter 2004, and a preview of the upcoming NY State *ASL* Championship taking place in December. Four issue

Continued on page 19, column 2



ARMIES OF OBLIVION A Progress Report

While going back over old issues of *VFTT* for info about past *INTENSIVE FIRE*'s, I started looking at the progress of *Armies of Oblivion*, the long awaited Axis Minors module. I thought I'd share the details with you.

VFTT7 (Jan 96) - having recently been hired by AH to oversee *ASL* development, Brian Youse mentions that their "strong desire to finish the game system and get out the Allied/Axis Minor Armour and Ordnance".

VFTT8 (Jun 96) - MMP are gathering data for *AOO*.

VFTT10 (Nov 96) - Brian Youse mentions that *AOO* is on the back-burner and won't see print until 1998 at the earliest.

VFTT11 (Jan 97) - MMP release details of *AOO* - 4 boards, 16 scenarios, Allied and Axis counters

VFTT13 (May 97) - play-testing has begun. No release date has been determined, nor if it will be one module or two.

VFTT14/15 (Sept 97) - *AOO* split into two modules, the first due Sept '98

VFTT17/18 (Mar 98) - *DB* around June/July, *AOO* should be out in 1999.

VFTT20 (Jul 98) - *DB* to be released soon.

VFTT21 (Sept 98) - *AH* sold, *DB* out any time now anyway.

VFTT24 (Mar 99) - MMP announce 1999 schedule, *AOO* to be released beyond then.

VFTT26/27 (Jul 99) - *AOO* is being worked on.

VFTT29/30 (Jan 00) - *AOO* expected to be released before *Intro ASL*, which is not likely to be out before the middle of 2001.

VFTT32 (Jul 00) - play-testing on *AOO* continues, boards 48-50 already out

VFTT33 (Sept 00) - play-testing in full swing, MMP confident of an X-Mas release.

VFTT34/35 (Nov 00) - *AOO* expected 1st quarter 2001.

VFTT36 (Mar 01) - *AOO* being worked on, no release date mentioned.

VFTT39 (Sept 01) - Next year will see *Armies of Oblivion* (Axis Minor vehicle and ordnance counters, Chapter H notes, scenarios, four boards). Not far behind is *Hakka Palle*, updating the Finnish OB with more accurate notes, more counters and troop types, and a geomorphic mapboard.

VFTT40 (Nov 01) - Work continues on *Armies of Oblivion*, with several scenarios finished and work progressing on the others. No concrete release date has been determined but MMP would like to see *AOO* released early in 2002.

VFTT41 (Jan 02) - Work continues on the long-awaited *Armies of Oblivion*, with playtesting of the numerous potential scenarios appearing to be the main cause of the delay.

VFTT42 (Mar 02) - Playtesting continues on *Armies of Oblivion* while the artwork for the new counters and the Chapter H notes are nearing completion.

VFTT47/48 (Jan 03) - 10 of the *AOO* scenarios are done with between two and six more to be finished. MMP are currently aiming to have it out by ASLOK.

VFTT49 (May 03) - *Armies of Oblivion* is nearing completion, with one scenario needing play testing, and some counter layout and vehicle notes to be finished.

VFTT50/51 (Jul 03) - Playtesting for *Armies of Oblivion* is continuing, with just one scenario still to be finished. The counter artwork layout is making steady progress and the Chapter H editing

continues.

VFTT52/53 (Nov 03) - *Armies of Oblivion*, the long awaited module covering the Axis Minor involvement in World War II, is now available from MMP on pre-order.

VFTT54 (Mar 04) - *Armies of Oblivion* due to be printed soon.

VFTT55/56 (May 04) - the layout of *Armies of Oblivion* should be done soon.

Ω



THIRD PARTY PRODUCERS UK AVAILABILITY

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

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

<i>Wacht Am Rhein</i>	£14.00
<i>Canadians In Italy 1</i>	£9.00
<i>Canada At War 2</i>	£6.00

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

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

UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

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

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

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

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

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

INTENSIVE FIRE, DRINKING AND ASL

Vague Recollections From Then To Now

Pete Phillipps

As one of the few to have been to every INTENSIVE FIRE I am well qualified to offer to look back as we approach the 10th INTENSIVE FIRE. Of course, as one who has been drinking since the first one some of my recollections may be a bit vague!

INTENSIVE FIRE '95

"Intensive Fire is often risky, but for Neil Stevens, his risk turned into a Critical Hit."

With those words I started writing about the first IF. At the time I never thought I'd be writing about the same event 10 years later.

Back in 1995 there hadn't been



Action from the first IF.

anything like it. The ASL scene in the UK did not exist. But the start of 1995 saw me start VF TT and Neil decide to organise a UK ASL tournament. Neither of us knew each other at the time, but we soon were put in touch with each other (by Ian D or Shaun I think) and spent the next few months exchanging emails, either to discuss what we were doing or to play email ASL games (in the days when you had to use the PBM On-My-Honour system as adapted for email play - and this in the days when email was in its infancy). I think I speak for most of us when I say that I went to the first IF not quite sure what to expect - what would other ASLers be like? Would they be better than me? Would they be serious? Would the weekend be fun? It soon became obvious that this was a special weekend, with people playing ASL in almost every waking moment (the rest were spent in the museums at Shrivenham). More importantly, people were enjoying the company of other ASLers, and before the weekend was over many were looking forward to getting together again the following year.

"Saturday evening was great fun. I tried to get a game going, but ended up drinking beer and talking

ASL with assorted people. Very enjoyable."

Pete Phillipps

Nothing has changed :-)

The first winners were the Swedish team, consisting of Patrik Manlig, Bernt Ribom, Nils-Gunnar Nilsson and Klas Malmstrom, while the Player of the Tournament trophy went to Bernt Ribom of Sweden who went 5-0 over the weekend. Derek Tocher was the top British player, going 4-1 over the weekend - I think he has just about forgiven me by now for crediting him as top English player in the VF TT report, he is of course Scottish! Interestingly enough Toby Pilling could only manage a 2-2 performance that first year - he has



The King Tiger at Shrivenham.

INTENSIVE FIRE '95

Intensive Fire is often risky, but for Neil Stevens, his risk turned into a Critical Hit.

OK, so it sounds corny, but to be honest, it is the only way to describe the success of Intensive Fire '95, the UK's first ASL convention. A risk? Sure, trying to organise the first ASL convention in a country, unsure of the response you would get. A Critical Hit? Definitely, since 60 ASL players turned up (three times the number Neil hoped would attend), making it probably the biggest ASL gathering outside America.

THE VENUE

Intensive Fire '95 was held at the Royal Military College of Science at Shrivenham, near Swindon, from Friday 3rd November to Sunday 5th November. Accommodation was available in the college's Halls of residence at a cost of £35 per night, which included all meals. The gaming was held in the college's purpose-built Conference centre, with three large open rooms being used.

"The organisation was superb, I don't think I've ever seen anything that is

even close. Of course, since this was organised by people with ties to the military, maybe that was to be expected?"
Patrik Manlig.

Located in the 'Headquarters', a room set aside for non-gaming activities, were a couple of PCs (which were running Steel Panthers, Battleground: Ardennes, and a copy of the unofficial ASL GAP produced by Steve Zundel), playtest copies of the Kampfgruppe Peiper II mapsheets and The Third Bridge, copies of God Save The King! and Soldiers of the Negus. Copies of various fanzines were also on display and available for purchase (these went very quickly, especially Critical Hit! 3). See elsewhere for reviews of many of these products.

Many people seemed very happy with the bar prices. 80p for a pint of lager - haven't seen those prices for years. Strangely enough, few people seemed to frequent the bar during the evening, although a few four packs were consumed.....

"Saturday evening was great fun. I tried to get a game going, but ended up drinking beer and talking ASL with assorted people. Very enjoyable."

Pete Phillipps

The atmosphere throughout the weekend was very friendly and easy-going. The only formal time was during dinner, which was taken in the Officers Mess and thus required a jacket, shirt and tie.

THE TOURS

One of attractions of Intensive Fire '95 was the opportunity to visit the college's small arms armoury, the AFV hangar and their wargaming laboratory. These are not generally open to the public, but as a serving Army officer studying a degree there, Neil was in a position to offer those arriving on Friday the chance to visit all three, and strangely enough many took advantage of the opportunity.

The most impressive sight in the AFV hangar had to be the King Tiger, although also on



improved a bit since then!

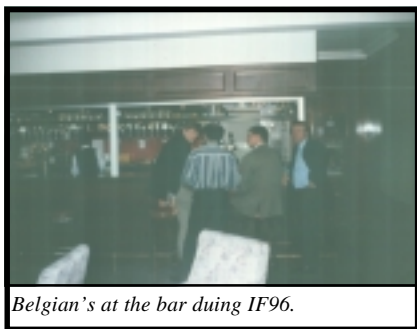
“The best thing is the friends I made, both on my team and amongst near neighbours who I did not know existed. There are three guys who play in Blackpool (where I work) and are real eager to get it on for some serious dice time in the near future.”

Trevor Edwards.

For more details check out the report wrote for *VFTT* which I have reprinted elsewhere in this issue.

INTENSIVE FIRE '96

To me it was the second IF when the socialising element really came to the fore. The first year most people seemed to be happy just to have the chance to play *ASL* as much as they could. But the seeds of friendship had been spread that year and the 2nd IF saw them grow into friendships that have lasted to today. After the first IF



Belgian's at the bar during IF96.

everyone was eager to get together again the following year to renew friendships and what better way to do than over a few beers on Saturday night.

“There's nothing wrong with liquid morale!”

Trev Edwards

One thing I have noticed over the years is that the early IF saw people try to play *ASL* as often as they could. In many cases this meant playing 3 games a day. Now most people are happy to play 1 game in the morning, another in the afternoon, and then spend the evening relaxing, having a drink and socialising with other *ASL*ers. A perfect example of this has to be the 'Heroes' events that has happened at the last few IF. These are a chance to drink, play *ASL*, and mostly importantly have FUN!

Of course the 2nd IF was the year of the infamous graduation ball, when several of us decided to see if we could get into the graduation ball the college was holding on the Saturday night of IF. At £25 a person, with attendees either in full military dress or ball room grounds and monkeys (IE MPs) on the door we didn't think we'd get in. We did. It was 2am Sunday morning when we entered. No-one remembers what time we left, but 6am has been agreed upon since then :-). I was lucky in that I didn't have to be in the tournament at 9am, but others (Phil Nobo and Simon Morris) had to literally be dragged from their beds to play *ASL*! Such behaviour a few years later led to me being banned from being in the tournament at

BERSERK! but it was worth it :-). (and for those who think it's unfair that I'm still banned 6 years on, all I have to do to lift the ban is promise not to repeat that kind of behaviour - not gonna happen!).

Improving on his performance from the previous year Derek Tocher won the best player award, while a Franco-Belgian team consisting of the Tielemans brothers and Alexandre Rousse-Lacordaire won the Fire Team competition.

INTENSIVE FIRE '97

For the third IF, we had to move. Because Neil had organised them, the first 2 IF had been held at the Royal College of Military Science in Shrivenham where he had been based, but in 1997 he was posted to Dorset so a new venue was required. With some help from Bournemouth local David Schofield a new venue was found at the Embassy Hotel in Bournemouth.

When we arrived on Friday afternoon there were few tables ready, so some of us



Desert action at IF96.

display were a T34/85, and a number of modern MBTs, APCs, and scout/armoured cars. All but the Tiger were fully operational, and there are plans for the Tiger to be restored to full working order by 1997. We were allowed into all of the vehicles on display, and many seemed to become CE 6+1 Armour Leaders for an hour, with the Tiger probably being the most popular, even though it could only be accessed by the rather small driver's escape hatch under the hull (and having struggled to get through that hatch, I can understand why CS is so low for many vehicles).

“I'm back from my foray into the international ASL scene. I had a great time at the Intensive Fire tourney. The tours were a big hit - where else can you try a King Tiger on for size! This is definitely the place to be next year if you can sell it to the wife.”

Bob Schaaf.

The small arms armoury contained examples of 20th century small arms from around the world, as well as a number of LATW such as the Panzerfaust, the Bazooka and the PIAT. An arms expert talked us through some of the more common German and British weapons of World

War Two, after which we were allowed to walk around the room and handle many of them. No live firing opportunities unfortunately.

In the Simulation and Synthetic Environment Laboratory we were shown some examples of military computer wargaming. The first was an operational level game, set around the Darlington area (simply because they had maps available for the area) for up to three players on each side. This game was used to provide combat data on weapon systems, both real and hypothetical. The second game was a 3D shoot-em-up type vehicle simulator. Although not graphically impressive compared to some home PC games, up to 200 people could be linked together at once to play a real-time engagement! We were also shown a video of a similar American operation where units engaged each other in the Gulf of Mexico without leaving their bases, simply by having all the data from their onboard computers transmitted to each other.

THE ACTION

The tournament itself commenced on Saturday morning and was based on 14 Fireteams of 4 players. Over the course of the weekend, each team would play 4 matches with each having two

scenarios so in Fireteam A two plays would play one scenario, on as attacker and the other defender, and the other two would play the second.

The scenarios played were:

Saturday morning - Le Manoir and North Bank.

“I used to compete in figure wargaming competitions but was put off by all the cheating and arguing (and sometimes crying and fighting!) that went on. I expected similar goings on at Intensive Fire, how wrong I was! I had one 'argument' over a dodgy LOS when an opponent fired so out came the string. After checking he said there was no LOS, but I disagreed. On closer inspection there was a single dark green printer's dot about a 10th of a millimeter wide on the other side of the string! Well I suppose the rules do say that if the terrain is visible on both sides of the string LOS is blocked, but in this case the width of the white center dot and where you put the string made a difference, I would have given him the shot, but he wouldn't take

set our game up on the floor, bringing back memories of SL12 on the floor as a child. The other memories of the weekend are of a wedding reception downstairs on Saturday night, and of CH's Ray Tapio and Kurt Martin running into the English Channel at about 2 in the morning on Saturday night - unfortunately we didn't get any photos them doing this :- (For some reason neither have been seen in the UK since!

Many thanks to Neil Stevens and his assistants for putting on an excellent tourney - this was my first ever competition, and I recommend the experience of going to an event like this if you get the chance, no matter what level you are at, if only to meet other opponents, and discover they live around the corner from you!
Martin Hubley

The Fire Team tournament was split into two divisions for the first time this year, an Elite Division for the top players and a First Division for the rest of us!. For the first



Gaming on the floor at IF97.

time the top team was British, consisting of Toby Pilling, Mike Rudd and Joe Arthur. Brits also won the First Division thanks to the team of Chris Coutiour, Chris Littlejohn and Kevin Beard. Both Mike Rudd and Carl Sizmur went 7-0 over the weekend, leading to our first tie for top player.

The Crusaders Open ASL Ladder was also published for the first time after IF97, with Mike Rudd, Carl Sizmur and Pete Bennett occupying the top three spots.

INTENSIVE FIRE '98

IF moved again the following year, this time to the Kiwi Hotel in Bournemouth, a location we have occupied every since.

IF98 saw the first late night at the bar; even though the clocks had gone back some of us still there at 4 in the morning :-) But before that, at 2 in the morning, me and Keith Bristow decided to play Aachen's Pall. Between us we had a rulebook, but we managed to Scrounge (A20.) mapboards and unit counters. But our Scrounging DR for System counters failed so we found a bar and ended up using a beer mat to make system counters!

And for some reason I was in a Fire Team a couple of hours later that was in with a chance of winning the Elite division. Thankfully I had to play fellow serious ASLer Iain 'Mad Vet' MacKay, so it was all over by 11 am and we were able to hit the bar! A couple of hours later Iain's team mates ended up as the winning Fire Team for the weekend.

**"I love the smell of pewter in the morning.
 It smells like...
 Victory."
 Trev Edwards**

Simon Strevens took top player honours with a 7-1 record, beating off Bjarne Hansen who had a similar score but who beat slightly inferior opponents based on their Crusader ladder ratings.

"convention reports are hard for me to write as they tend to be a drunken blur for me :-)" - something I wrote in the IF98 report for *VFTT 29/30*.

INTENSIVE FIRE '99

1999 is memorable for several reasons - Manchester United won the Treble (which led to *VFTT25* having the MUFC crest throughout the issue!), and I was banned from taking part in the tournament at **BERSERK!** because I had a very good Saturday night out and didn't get back to



A familiar sight of your editor at IF97.

**it and lost his fire."
 Arthur Garlick.**

Saturday afternoon - No Better Spot to Die and Cold Crocodiles.

"Guys. Intensive Fire '95 is rocking and rolling here at Shirvenham, UK. After the first two tournament rounds the Belgique team and the Swedish team are showing us all the ropes and both teams are neck and neck in terms of points scored. Just as well they are playing each other tomorrow then!"

Message posted on CompuServe by Jon Williams while at Intensive Fire '95.

Sunday morning - Tettau's Attack and Not Out of the Woods Yet.

"My only real claim to fame was burning 2 Shermans in the Wooded Hills in Not out of the Woods Yet ('95 Annual) with 2 Panzerfausts. Subsequently the WHOLE hill was on fire with about 25 Blaze Counters. A pretty impressive sight especially on the 5th November 'Bonfire Nigh'".

William Roberts.

Sunday afternoon - Ranger Stronghold and Gavin's Take.

I lost all four of my games, what an awful performance. Just shows us all the difference between FTF and Email and the fact that we have so much time in which to think of our moves. It was a lot of fun and I look forward to next year."

Steve Cocks.

The scenarios were chosen to keep the first Intensive Fire relatively easy, so that it would be open to as many players as possible.

A number of unofficial friendly games were also played in the spare time that players had in the evenings, particularly on Friday. Nobody tried to play a HASL scenario, although one or two people were tempted.

THE RESULTS

The Swedish team, consisting of Patrik Manlig, Bernt Ribom, Nils-Gunnar Nilsson and Klas Malmstrom, were the clear winners of the tournament, winning 13 of the 15 matches they

were able to complete. For their superb performance they were rewarded with a set of engraved glass tankards.

Bernt Ribom of Sweden won all five matches he played and was awarded with the Player of the Tournament trophy, a British paratrooper mounted on a stand. Other notable performances were put in by Patrik Manlig (Sweden) and Ralf Krusat (Germany) with 5 wins and 1 loss each, Nils-Gunnar Nilsson (Sweden) and Derek Tocher (England) with 4 wins and 1 loss each, and Alan Smeed (Australia), Nick Edelston, Bob Eburne, and Mike Rudd (England) who all won the 4 matches they played. As the top English player, Derek Tocher walked away with a copy of Critical Hit! 3.

"The best thing is the friends I made, both on my team and amongst near neighbours who I did not know existed. There are three guys who play in Blackpool (where I work) and are real eager to get it on for some serious dice time in the near future."

Trevor Edwards.

Mention must also be made of Christian

the hotel until 8pm Sunday night!

It was also the year that me and David Schofield stepped into Neil's shoes to organise IF. Due to divorce Neil had temporarily dropped out of the UK ASL scene, and volunteered us to do his job for him. Funnily enough he never asked for the job back when he rejoined the scene a couple of years later!!

IF98 took place over the same weekend as the Rugby World Cup semi-finals. This involved Australia, New Zealand, South Africa and France and by coincidence we had players from those four nations also in attendance. Unfortunately we were not able to get them to play against each other over the weekend.

For some reason I only managed to play twice all weekend. Some say it was because I was too busy organising to play. Others than I was too drunk to play! The worse thing was it probably was because of the former :-)

Bjarne Hansen improved on his IF98 to become tournament champion, posting an 8-0 record in the process. The 1997 winning



Late night action from the bar at IF98.

Fire Team kinda repeated their efforts, although David Schofield had had to step into Mike Rudd's shoes during the tournament. Level with 12 points each at the end of the tournament in the First Division, the prize was awarded to the team of Keith Bristow, Justin Key and Tim Macaire who had beaten the team of Bob Eburn, Russell Gough and Paul Kettlewell in the final round!

INTENSIVE FIRE 2000

The seventh IF saw the lowest attendance, with just 37 players turning up. This year we also decided to start picking random Fire Teams, to stop all the good players getting together with each other!

This year we also decided to have several mini tournaments running on Friday. Thankfully Shaun Carter, Iain Mckay and Derek Tocher volunteered (or were volunteered!) to run them, thus easing the scenario selection burden.

Aaron Cleavin took the best player prize back to New Zealand with him. He had also won the Aussie-themed mini-tournament on Friday rather appropriately. Paul Case managed to walk away with a winner prize for once, having won the desert mini-! Separating the Elite fire teams proved difficult, as three ended the tournament with the same number of points! Two of them had even beaten the same level of Crusader Ladder ratings in the process. As it was those two teams have played each other in the final round, with the team of Derek Tocher,

Dominic McGrath and Bill Hensby winning 2-1 to claim the prize. In the other division the team of Shaun Carter, John Kennedy and Tim Macaire took away the prizes. Bill also took away the prize for worst performance of the weekend, going 0-7!

On the Sunday night southern England was hit by the worse storms since the hurricane of 1987, leaving the rail network in chaos and me stuck for another night in the hotel. With no-one to play against all I could do was drink beer in the evening while an OAP party held a WW2-themed disco downstairs!

INTENSIVE FIRE 2001

Attendance picked up this year, moving back towards the more normal levels, so it seems like IF2000's low attendance was a one-off. Maybe everyone had been infected by the Y2K bug :-)

"They're behind you."

Simon Strevens in any scenario involving the Japanese.



The winners of IF98.

Koppmeyer who managed to play seven games during the tournament (winning 2, losing 5) and Michael Rhodes who managed to lose all five games he played. Never mind Michael. A Critical Hit consolation prize is on its way from the organisers!

"I played 7 matches, lost 5 and won 2. It was this convention that showed me the difference between a good player and me. I thought if I had played ASL for four years then I would know the game. Wrong, Wrong, Wrong !!! So I came back at home not only with new ideas but with new aims too."

Christian Koppmeyer.

AFTERMATH

To Neil, William, Jon, and Duncan; congratulations on a job well done. For all the time and effort you put in to organise the convention, you are all hereby promoted to 7-0's!

"That was a great weekend. If they do it again next year I sure will be there."
Luis Calcada

Look for news about Intensive Fire '96 (tentatively scheduled for November 15th - 17th) in forthcoming issues of VFTT.

"Games without frontiers. War without tears."

Neil Stevens, quoting from Peter Gabriel.

Intensive Fire '95 was organised by Neil Stevens, Jon Williams, William Roberts and Duncan Spencer. They wish to express their deepest gratitude to Ray Tapio and Critical Hit!; the authors of God Save the King!; Time On Target's Mark Neukom; and Philippe "ASL News, Kampfgruppe Peiper, Support ASL in Europe" Leonard for the support they gave. They would also like to especially thank Melissa Schaaf, "who travelled all the way from the States to end up helping us out by doing the odd jobs nobody else wanted to do!"

Late in 2000, Toby Pilling had produced an article on the worst scenarios in ASL. In it he bemoaned the lack of playtesting in third party scenarios compared to AH/MMP, while discussing the Heat Of Battle scenario 'NQNG4 Noble Craft Of Warfare'. This led to a rebuttal a few months later from Steve Linton, who had helped playtest the scenario - he ended his reply challenging Toby to a game at IF01 as he was coming over from Australia to attend. Unfortunately the eagerly anticipated grudge match did not happen, for some mysterious reason. With both due to be at IF04, maybe this time they can determine who was right!

"Great turn out, fantastic fun, great bunch of lads. Always reminds me of Norm of the Boston comedy on TV - 'Cheers', everybody knows your name and when you walk in you get a great welcome."
David Schofield

It had gone midnight when a group of us were in the bar drinking and talking about "It's A Knockout". Somehow we talked ourselves into an "It's A Knockout" scenario. Board 7, five players, each with a raft and hero trying to cross the river and back to win. With a HS manning a LMG from each player on the other side. Then we decided that it would be fun to try and sink the rafts so on getting back you had to find a FT and sink rafts. We added resurrection DRs, talked about DR for Jaws, Piranhas, Croc Dundee. It got a bit silly but we didn't care. Don't expect to see this scenario in the *ASL Journal* any time soon! We finished about 3, leaving Michael Hastrup-Leth and David Tye to finish off their game of 'SP84 Von Bodenhausen's Ride'. For the record the silly ones were Pete Phillipps, Iain 'Mad Vet' Mackay, Patrick Dale, Ruarigh Dale and Paul Case.

It was my first-ever tournament and I had a ball, 0-5 combat record notwithstanding. As well as the gaming, I liked the whole relaxed atmosphere of the place, the way the hotel looked after us, and the fact that we could spread ourselves around the hotel without disturbing anyone else or being disturbed by them. And picking the weekend with the extra hour on Saturday was a stroke of genius. "Aaah'll be baack".

Graham Smith

Both divisions were close this year, but Ruarigh Dale, Steve Linton and Simon Strevens just sneaked a victory in the Elite Division, while Steve Crowley, Shaun Carter and Brian Hooper did the same in the First Division.

Awarding the best player was a bit more problematic. Fermin Retamero had managed to go 7-0 by Sunday morning, only to lose his final game by forgetting to use the Bog rules in 'J62 Lee's Charge', which allowed his opponent's Shermans to freely roam the snow-covered battlefield. This left newcomer Michael Essex as the only unbeaten player, with a 5-0 record, thus giving us a bit of a dilemma – is 7-1 better



The guilty ones in last year's Heroes game.

than 5-0? Answers on the back of a postcard to the usual address please. Thankfully Andy Ashton from Second Chance Games gave us a £25 voucher for Second Chance Games so Neil and me decided to let Fermin have the main prize and Michael the voucher.

INTENSIVE FIRE 2002

For some reason I can't think of much that happened at IF02, except for the Heroes event which Ben Jones ran on the Saturday night.

The only other thing that sticks in the mind is that we had to adjudicate the final game between Russell Gough and David Schofield. The frustrating thing about it was that deciding the winner would determine both the winning Elite fire team and the top player. In the end we decided that with both players having a stack in melee, the game would be won by the player who won the melee. After several rounds of CC, Russell emerged victorious to allow him, Paulo Ferreira, and Luis Calcada to be the winning Fire Team. The defeat meant that Scofey was now 6-1 over the weekend, allowing Derek Tocher to be proclaimed top player with his 5-0 record. The First Division was won by Tim Bunce, Paul Kettlewell and Graham Smith who managed to amass 24 out of a possible 27 points, the best score any team has managed so far.

INTENSIVE FIRE 2003

Despite there being about two dozen *ASL*ers in attendance by Thursday evening only three games of *ASL* were recorded for the day – mainly because everyone else seemed to be at the bar! This may well have been the fault of one of the organisers for getting people to report in at the Command HQ, which was located by the bar – no prizes for guessing whose idea that was :-). Not that we spent the whole day in the bar – we went out to the pub in the evening for something to eat and drink!

While in the pub the Heroes event for the weekend was designed. Between Iraq And A Hard Place – The Search For Weapons Of Mass Destruction was inspired by countless desert movies and the situation in Iraq at the time and ended up with the German UNteam capturing Saddam Hussein while another UN team captured Osama Bin-Laden, only to lose him when the camel he was strapped to ran away!

If you ain't been to a Tourney, get off your arse and get yourself to one. You do not need to be as good as Toby (hell, I ain't!), but what you do

need is a sense of humour (that is VITAL!!), and a willingness to learn a bit of this game. Of course, beer tokens help a lot, but if you do not drink beer, that's OK, I'll drink yours.

Paul Case

In a more serious vein, Dominic McGrath, Bob Eburne and Derek Tocher took the Elite Division prize, while William Hanson, James Crosfield and Patrick Dale took home the First Division prize. And for the first time ever, Toby Pilling was the IF champion! Despite unbeaten performances in the past, Toby has rarely played more than his three tournament games at IF and thus been muscled out by players who have played a lot more games!

SOME THOUGHTS

The main thing that makes IF different to most other *ASL* tournaments is the Fire Team structure. Neil's original idea was to use it to encourage everyone to talk to each other, because no-one really knew anyone else there. Even today, when many of us know each other, we still use the same format to encourage everyone talks to each other - it also helps the newbies feel part of the family, as they get treated just like anyone else who has been there for many years.

For me the hardest part of the last couple of IF has been making sure I am still awake at 4 in the morning to sort out the Sunday rounds! In fact putting this article together has made me remember how many UK *ASL* tournaments have been a drunken blur to me :-). Thank god for the reports in *VFTT*, Britain's Premier *ASL Journal*!

Oh, and in case you were wondering the other members of The Intensive Few are Paul Case, Ian Daghish, Dominic McGrath, and Toby Pilling (assuming they all turn up this year!).

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Gathered together for ASL, drink and fun..

Critical Hits of the Infantry (Target) Type

Pete Young

This is possibly the first part of what is hoped to be a sort of illustrated guide to some of the tougher rules in the *ASL Rulebook*. The rulebook itself is wonderfully illustrated, but it is my opinion that if there is one thing that can never be too over-abundant it is an illustrated example for a particular rule. This article is an attempt to explain the rules for Critical Hits for the Infantry Target Type with several examples.

Rule C3.7 describes Critical Hits (CH) as “a hit so well placed that it increases the chance of causing damage on the resulting IFT Effects or TK DR.” These can occur with any ordnance target type. They occur on an original TH DR of 2 for attacks using the Vehicular or Area Target Types. The subsequent resolution of these is given in sections 3.71 thru 3.76. A tougher situation occurs with use of the Infantry Target Type (ITT). According to 3.7, CH occurs in two circumstances:

1) If the **Final TH DR** is < half the **Modified TH#**

2) If the original TH DR is 2, followed by a dr of 1 or <= half of the **Modified TH#**

Note the words listed in bold. It is important to remember that the first case is based on the final DR, ie, the original DR plus/minus any DRM. Likewise, both cases depend on the modified TH#, ie, the original TH# plus/minus any modifications under rule section C4. Thus, if a hit is obtained,

one would check to see if the first case above applies (eg, for a modified TH# of 8, a hit would occur with a final DR <= 8, and a CH would occur with a final DR <= 3). If not, then if an original 2 (snake-eyes) has been rolled, make a dr and apply to the second case above (eg, with the modified TH# of 8, an original 2 would be a CH with a subsequent dr <= 4). Note that this applies for the ITT even if a hit would have occurred only on an original 2 (in contrast to VTT and ATT where a CH would occur **only** with a subsequent dr of 1).

The rules also give one other case where a CH is possible in C3.6, Improbable Hits. If no hit is possible due (usually) to high DRM, even with an original 2 (eg, modified TH# of 8 with DRM of +7 or greater), a hit is still possible when an original 2 is rolled. Make a dr. A 1 results in a CH, while a 2 or 3 result in normal (IFT) hits. A 4, 5 or 6 would still be a miss.

The difference between the last paragraph and the previous case is important. Remember, Improbable Hits only apply when no hit is possible. If a hit is possible, even if only with the lowest possible DR (ie, a 2), then the conditions of C3.7 apply.

Thus, using the ITT, a hit occurs if the final (modified) TH DR is <= the modified TH#. A CH occurs if the final DR is < half of the modified TH#. Otherwise, a CH occurs with snake-eyes depending on a subsequent dr. This is fairly straightforward if

one is careful to apply the **Final TH DR** and the **Modified TH#** to the above definitions. To summarize in a sort of algorithm (can't help my CompSci background):

ITT RESOLUTION

(stop when any result achieved)

1) If Final DR > Modified TH# (a “miss”) then

A) If Original DR of 2 then make dr (ie, a hit wasn't possible even with the lowest DR, C3.6, Improbable Hit)

a) dr of 1 = CRITICAL HIT

b) dr of 2 or 3 = NORMAL HIT

c) dr of 4-6 = MISS

B) Any other result is a MISS

2) If Final DR <= Modified TH# (a “hit”) then

A) If Final DR < half of Modified TH# then CRITICAL HIT

B) If Original DR of 2 then make dr

a) dr of 1 = CRITICAL HIT

b) dr <= half of Modified TH# then CRITICAL HIT

c) Any other result is NORMAL HIT

C) Any other result is NORMAL HIT

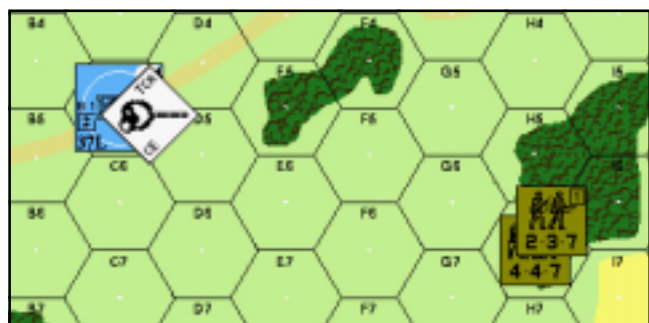
I hope this helps. Email me at pryong@charter.net with suggestions or corrections. Special thanks to Rodney Kinney et al for VASL which was used to create the examples.

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Examples

Example 1

PFPh, PZIII will fire MA at Russian squads in H6
Modified TH# of 8 (Base TH# of 8 with no modifiers)
Total DRM of +1 (+1 for woods TEM)
Hit with original DR <= 7 (final DR <= 8)
CH with original DR of 2 (DRM of +1 yields final DR of 3 which is < half of 8), otherwise normal hit



Example 2

PFPh, German 75L fires at acquired British units in G7 at 13 hex range
Modified TH# of 7 (Base TH# of 6, +1 for L gun at 13 hexes)
Total DRM of 0 (+2 for grain hindrance, -2 for acquisition)
Hit with original DR <= 7
CH with original DR of 2 or 3



Example 3

German MPh, the German squad with LMG is moving in open ground in Q8. The T-34 will fire its MA at the squad at range of 5 hexes

- Modified TH# of 8 (Base TH# of 8 with no modifiers)
- Total DRM of -1 (-2 for FFMO/FFNAM and +1 for BU status)
- Hit with original DR <= 9 (final DR <= 8)
- CH with original DR <= 4 (final DR <= 3)



Example 4

AFPh, Gyrostabilized Sherman firing at concealed German squad in R8 after having moved during the preceding MPh

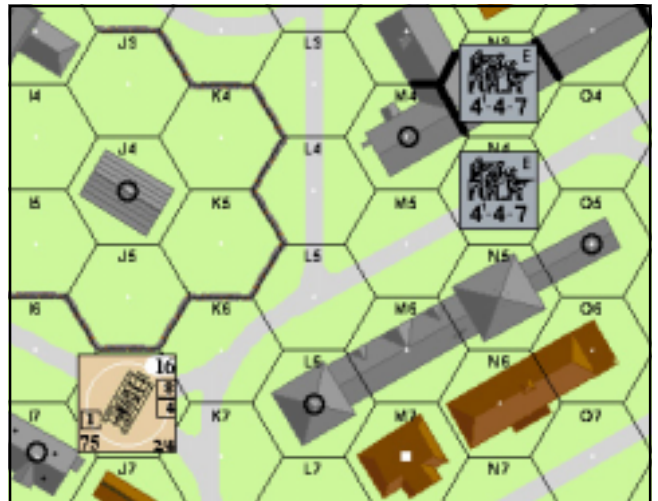
- Modified TH# of 8 (Base TH# of 8 with no modifiers at range of 4 hexes)
- Total DRM of +6 (+3 for stabilized gun firing in AFPh after moving, +2 for concealment, +1 for woods TEM)
- Hit only with original DR of 2 (final DR of 8), thus make a subsequent dr
- CH with dr <= 4, otherwise normal hit



Example 5

Italian MPh, Cromwell in J6 (CA I7/J7) fires at Italian squad dashing thru N4

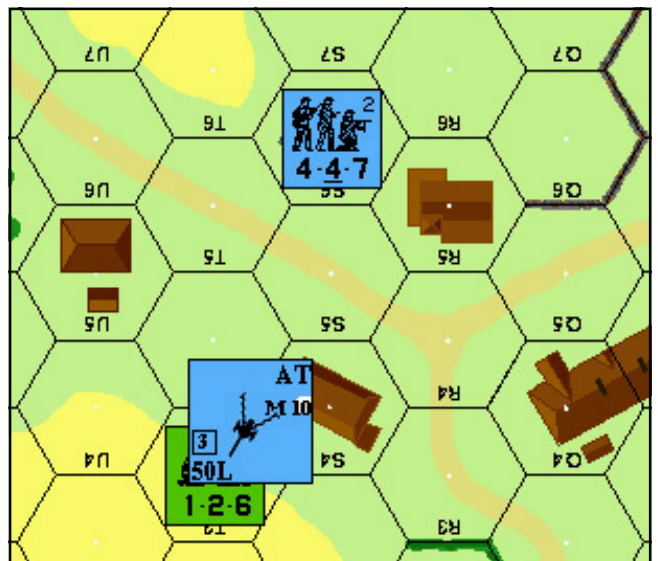
- Modified TH# of 8 (Base TH# of 8 with no DRM)
- Total DRM of +5 (+2 for dashing target, +2 for 2 hexspine TCA change, +1 for BU status)
- Hit with original DR <= 3 (final DR <= 8)
- CH if original DR of 2 with subsequent dr <= 4, otherwise normal hit



Example 6

This occurred in a SASL game of mine on board 17. The American crew has just gained possession of the captured German AT gun and wishes to prep fire against the squad in the S6 stone building. The original TH# is 8 on the ITT. The shot requires a 3 hexspine change in covered arc (DRM of +5) in addition to a +3 TEM for the building and a +2 for captured use for a total DRM of 10 (Why take the shot, especially since the breakdown number is reduced by 2 for captured use? Acquisition, and to get the CA change out of the way for future shots). Thus:

- Modified TH# of 8 (base of 8, +1 for 50mm, -1 for L gun)
- Total DRM of +10 (thus no hit possible, 3.6, Improbable Hits)
- If original DR of 2, make a subsequent dr, otherwise miss dr of 1 yields
- CH, 2 or 3 yields a normal hit, otherwise miss



ASL Starter Kit #1 Tip Sheet

unofficial

Inexperienced = Green (w/o Leader) or Conscript

- 3 MF
- Cower = Shift 2 columns left on IFT
- B# / X# = -1
- +1 ambush dr modifier

Special DR/dr Rolls to Watch For

- Doubles during (non-leader directed) attack Cowers Attacker (shift one or two columns left on IFT)
- 12 on MC or Rally = Casualty reduction or elimination
- 2 during first MMC Self Rally or any MMC CC DR = Possible leader creation
- Unbroken unit fails MC (morale check) by >ELR = drop in unit quality
- Rolling *exact morale* during MC = *Pin*
- Rolling \geq SW X (*breakdown*) number during fire = Broken SW
- Rolling \leq SW ROF number on red die when firing = Maintain ROF success

Sequence of Play

3.1 Rally Phase [RPh]

BOTH players attempt to rally their broken units, fix broken equipment, or transfer equipment to another unit in the same location.

Start of Phase

- Attacker: Roll for provisional (SSR) reinforcements and set up off board units entering this turn.
- Recover unpossessed SW in same hex: $dr < 6$ (Attacker first)
- Repair broken SW: $dr < R\#$, 6=eliminate SW (Attacker first)
- Transfer SW within same location (Attacker first)

Original DR of 2 = Possible leader creation
Original DR of 12 = Casualty reduction

Rally

- Self Rallies (Attacker also one MMC), +1 DRM for all attempts (Attacker first)
- Unit Rallies (Attacker first). Attempt to rally broken units.

End of Phase

- Remove all DM counters (unless adjacent to Known enemy unit. May opt to keep unless in woods or building).

3.2 Prep Fire Phase (PFPh) and Fire Attacks

ATTACKER fires eligible units and firegroups.

- Mark units (or stacks) that fire with *Prep Fire* markers.

Note: Be aware of special dr/DR rolls during course of all fire attacks (attacker and defender).

3.3 Movement Phase (MPH)

ATTACKER moves all, some, or none of his units provided they did not fire during the PFPh and are neither broken nor held in melee. Remove CX counters as a unit moves (unit cannot CX this turn). DEFENDER may fire on moving units (see 3.3.1).

- Attacker may use CX to increase a unit's movement points.
- Attacker may use Assault Movement for a one hex move (avoids FFNAM -1 DRM).
- Attacker may attempt to make smoke: $dr \leq$ smoke exponent (1 MF in same hex, 2MF in adjacent hex).
- Attacker may attempt to recover SW in same hex as unit: Cost 1MF and $dr < 6$.

Cowering causes immediate placement of *Final Fire* marker.

3.3.1 Defensive First Fire

- Defensive First Fire: DEFENDER may fire on moving attacker units (only). Mark any units that fire with a *First Fire* marker. Leave *Residual FP* counter in hex.

- Subsequent First Fire: DEFENDER may fire on moving attacker units (only) with units already marked with a *First Fire* marker. Enemy units within normal range, no closer target, ½ FP. Flip *First Fire* counter to *Final Fire* side. MGs B# -2. Leave *Residual FP* counter in hex.
- Final Protective Fire (FPF): DEFENDER may fire on moving attacker units (only) in adjacent hex to units with a *Final Fire* marker. ½ FP, double FP for PBF, Defender makes NMC. Leave *Residual FP* counter in hex.

End of Phase

- Remove all *Residual FP* counters.
- Remove all *Smoke* markers.

3.4 Defensive Fire Phase (DFPh)

DEFENDER may fire any units not marked with *First Fire* or *Final Fire* markers. Defender may also fire any units marked with *First Fire* markers at adjacent enemies.

- Fire any units not marked with *First Fire* or *Final Fire* markers. Mark units with *Final Fire* counter.
- Fire any units marked with *First Fire* counters at adjacent units at ½ FP. Mark units with *Final Fire* counter.

End of Phase

- Remove all *First Fire* and *Final Fire* markers.

3.5 Advancing Fire Phase (AFPh)

ATTACKER may fire units not marked with Prep Fire markers at ½ FP

- Eligible units may use Assault Fire (underlined AF).
- HMG/MMGs that moved may not fire.
- MGs cannot make ROF.

End of Phase

- Remove all *Prep Fire* markers.

3.6 Rout Phase (RtPh)

BOTH players rout eligible units.

- Attacker routs first.
- Check for DM. Mark affected units with a *DM* counter.
- Broken units not in melee under *DM* must rout away or be eliminated.
- Check for Interdiction while units rout.

3.7 Advance Phase (APh)

ATTACKER may move unpinned and Good Order units one hex, including into enemy-occupied hexes.

- Attacker may transfer SW between Good Order units.
- Attacker may move units.
- Place *CC* counter on units that advance into an enemy-occupied hex.

3.8 Close Combat Phase (CCPh)

BOTH players resolve Close Combat between units in the same hex.

- Attacker specifies the order in which multiple hexes containing CC situations are to be resolved.
- Check for possible Ambush.
- Attacker designates all his attacks for a hex first then the Defender.
- Place *Melee* counter on hexes where CC continues.

End of Phase

- Remove all *Pin* markers.

Natural 2 DR = Possible leader creation

3.9 Turn Record Chart

The previous DEFENDER now becomes the ATTACKER and inverts the counter being used to track the turn and, if he was already the ATTACKER this game turn, advances the turn counter one box on the Turn Record Chart.

ASL Starter Kit Explained

Daniel Savarese

This article was originally published by Daniel on his web site at www.savarese.org and is used with permission – Pete.

A Brief History

Advanced Squad Leader (ASL) is a board wargame that simulates squad-level tactical combat during the Second World War. Its predecessor, *Squad Leader*, was released in the 1970s and, through expansion modules, gradually become more complex. ASL revamped the entire system in the 1980s at the expense of creating a difficult to digest mega-compendium of rules. The size of the rules and the cost to get started with the system discouraged the uninitiated from trying ASL.

For years, there has been talk of providing a simplified version of ASL to make it easier for new players to grasp the game. The original *Squad Leader* featured a programmed instruction system, whereby rules were presented in chunks required to play a given scenario. You'd read some rules, play a scenario, read some more, play another, and so on until you'd mastered all of the rules.

In 2004, Multi-Man Publishing (MMP) produced the *Advanced Squad Leader Starter Kit* (ASLSK) to make it easier for new players to master the game. The ASLSK is a proper subset of ASL. Each game will introduce additional rules from the ASL system. Even though it doesn't explicitly use programmed instruction, each game in the ASLSK series is, in a sense, a programmed instruction unit. The ASLSK harkens back to the days of *Squad Leader*, even sporting an affordable \$24.00 price tag.

Getting Started

The first *ASL Starter Kit* contains 12 pages of rules, but after you factor in the introduction, glossary, illustrated examples, and back cover, the rules are more like 5 or 6 pages long. Still, they are densely written and can turn off the novice wargamer. If you're new to wargaming, don't read them all. Plan on playing Scenario S1 first and read only the rules you need to start playing it. Also, refer to the Section 2 glossary any time you encounter an abbreviation you do not recognize. Then read the additional rules you need as you play the scenario. You can skip Section 4 entirely because no support weapons are used in Scenario S1. Also, don't use the rules in Section 5 because they aren't critical for Scenario S1. You can use them the second time you play the scenario or in other scenarios.

A Suggested Start Order

Skim Section 1 since the terrain modifiers are listed on the quick reference chart. Instead, focus on the counter descriptions in *1.2 Counters*.

Read *3.3 Movement Phase* rules, including *3.31 Defensive First Fire*.

Read *3.4 Defensive Fire Phase*.

Read *3.5 Advancing Fire Phase*.

Set up Scenario S1.

Start scenario by moving Germans. The first time you contemplate engaging in defensive first fire, defensive final fire, or advancing fire, read *3.2 Prep Fire Phase and Fire Attacks and 3.2.1 Effects*.

The first time you reach the Rout Phase and have at least one broken unit, read *3.6 Rout Phase*

When you reach the advance phase, read *3.7 Advance Phase*.

The first time you think you need to advance into an enemy occupied hex, read *3.8 Close Combat Phase*.

When you reach the end of a player turn, read *3.9 Turn Record Chart*.

When you reach the start of the first American player turn, read *3.1 Rally Phase*.

After you've played Scenario S1, you can read sections 4 and 5 on support weapons, experience level rating, and unit distinctions. Then play Scenario S2, where you can apply those final rules. The *ASL Starter Kit rules* are a subset of ASL rules. Everything you learn in the *ASLSK*, you can transfer to ASL.



Squad-level tactical combat presents a number of challenges and contradictions you'll become comfortable with over time. Maneuver, concentration of fire, and dispersal of units are all important and at odds with each other. You have to concentrate units under a leader to gain a movement bonus that facilitates maneuver or to gain a firing bonus to make concentrated fire more effective. Yet you need to disperse your units to avoid enemy fire from affecting multiple units with one attack. You want to move quickly to maneuver, but you need to move slowly and carefully (assault movement) to avoid FFNAM and FFMO modifiers when fired upon. Coping with all of these variables and more is what makes ASL so engaging to so many players.

Clarifications and Unofficial Errata

Despite the excellent job MMP did in preparing *ASLSK#1*, there are a few potential instances of confusion that arise from either omission or form of presentation. References to *ASLRB* in these clarifications refer to sections in the *ASL Rule Book*.

Counter Exhaustion (CX)

CX is not defined in the glossary. CX stands for Counter Exhaustion (*ASLRB 4.51*).

A CX counter is removed at the next Movement Phase of the unit's player, not the opponent's Movement Phase.

CX units do not add a DRM for morale checks or pin task checks. *ASLRB 4.51* makes it clear that CX units add one to labor tasks and attacks. Morale checks and Pin Task Checks are not labor tasks or attacks.

Fire Group (FG) Modifiers

Fire groups are subject to the worst penalty incurred by any unit in the fire group (see *ASLRB 7.52*). Therefore, if you have a fire group with one unit that is CX, then the entire fire group is subjected to a +1 modifier when firing.

Leader Breaking and Pin Task Check (PTC)

The wording in Section 3.2.1 about performing a PTC for Good Order units when a leader breaks is ambiguous. Perform a PTC for only units that are in Good Order after attack resolution (see *ASLRB 7.8*). Units that are broken after attack resolution do not perform a PTC if their leader failed his morale check.

Residual Firepower

If you don't read the illustrated examples, you may not know which counters you're supposed to use to designate Residual Firepower. Use the counters that look like the one pictured to the right.



Machine guns maintaining multiple Rate of Fire do not leave Residual Firepower (*ASLRB 8.23*).

Residual Firepower left in a Location is reduced by an IFT column shift to the left for every positive DRM in effect during the attack that created the Residual Firepower (*ASLRB 8.26*).

Pinning

It's easy to miss, but you should remove Pin counters at the end of the Close Combat Phase. This is stated at the end of *3.8 Close Combat Phase*.

Pinned leaders can't rout with broken units (*ASLRB 10.711*).

The Big Black Book of ASL Sleaze (v2.5)

Zeke Crater

Working definition of sleaze: something the ASL rules allow that feels or seems wrong.

Another definition of ASL sleaze: something your opponent thought of before you did.

Disclaimer: ASL is a game. ASL is not reality. As a game ASL allows a few actions which some consider ahistorical, unrealistic, or “sleazy.” For each of the following “sleazes” there are people who will argue vehemently that the “sleaze” in question is a perfectly valid tactic with a sound basis in reality used repeatedly during the Second World War by many nationalities. Do not email me with such arguments. I am not endorsing or criticizing any of these “sleazes”. The Big Black Book of ASL Sleaze is for entertainment purposes only, not to encourage cheating.

The original Black Book of Sleaze was written by Jack Jones and posted to the ASLML back on June 11, 1998. Jack’s revamped Black Book of Sleaze appeared in the most excellent *View From The Trenches 20* back in July 1998.

While I may not be a good ASL player I can plagiarize as well as the next man. Over the past few years I have been adding sleaze that appeared on the ASLML to Jack’s original, stealing from the best, if you will. It was only after I secured Jack’s kind permission that I published my updated Big Black Book of ASL Sleaze.

VBM sleaze

The act of ending a vehicle’s movement phase in VBM (usually staying in motion) to prevent the enemy units in that hex from firing out of the hex. Also called VBM freeze. A7.212 says that if an enemy unit [EXC: unarmored vehicles without PRC] is in the same Location as you are, you cannot fire at any enemy unit not in your Location. The VBM sleaze’s usual aim is to place AFVs in bypass of defensive locations to prevent those locations from firing at units moving up behind the AFV. A vehicle ending its MPh in bypass also strips the concealment of any units in that location (A12.42).

Skulking sleaze

The act of moving out of enemy LOS during the MPh, often using assault movement, then advancing back into the original hex during the APh.

Crew control sleaze

The act of abandoning perfectly good AFVs in order to use the crews to control victory hexes and such. This infamous sleaze forced some new scenarios to carry the “vehicular crews may not voluntarily abandon their vehicles” sleaze stopper SSR.

Pyro sleaze

The act of setting fire to key areas to deny movement and rout paths. While deliberately kindled fires cause control of the burning locations to be forfeited to the non-kindling player (A26.16) kindling is still popular for channeling attacks. This infamous sleaze forced some new scenarios to carry the “kindling is NA” sleaze stopper SSR.

Disappearing tank sleaze

The act of using platoon movement even with radio equipped AFVs in order to start, turn, and possibly even exit LOS before the enemy can declare first fire. See D14.2, 2nd sentence and D2.17, 1st sentence. Now you see him, now you don’t.

Backblast avoidance sleaze

Using opportunity fire to avoid backblast penalties yet still AFPh fire that Bazooka from a building hex (C13.8).

Self inflicted wound sleaze

The act of deliberately intensive firing your MA all the time trying to disable it and invoke recall. Used to rid yourself of crappy tanks in VP scenarios before your enemy can destroy them for points. Particularly sleazy players could even argue that it’s legal to spike the MAs (A9.73).

Berserk truck sleaze

The various ways of using unarmed trucks or empty carriers to annoy your opponent / deny rout paths after they have unloaded their passengers/guns, or trying to get them destroyed for wreck TEM / hindrance. Unarmed trucks carrying a half squad or SMC are Known armed enemy units.

VCA change sleaze

Rotating a TCA or VCA by simply firing your MG or, if all MG have already fired, your MA. The extreme sleaze is to rotate by taking an AAMG shot with an AFV which has “AAMG: VCA only” like some of the STGs. This alone can be reason enough to leave them CE.

Special ammo = 2 x To Hit sleaze

Using your AFV’s or gun’s special ammo (usually APCR / APDS C8.1) to get two to hit attempts. This sleaze is often used when the to hit needed is low and the special ammo’s depletion number (C8.9) is as low or lower.

Ammo shortage double shot sleaze

Taking two shots from the same location

at the same target. When under Ammo Shortage mandatory firegrouping does not apply. Given a negative DRM shot opportunity it typically pays that a squad with a MG should fire just its inherent firepower first and then fire the MG separately at that same target on the same MF expenditure only if the moving unit is not effected. Saving the MGs this way will extend their Ammo Shortaged life. See A7.55 (Mandatory FG applies to Good Order units/weapons) and the Index (a MG under Ammo Shortage is not a Good Order weapon).

Unload the riders for 0 MP sleaze

D6.21 says in part “A Rider on a turreted AFV must Bail Out if the AFV changes its TCA.” Although this does entail a NMC Riders who have high morale or are easily rallied can be successfully unloaded with this sleaze. Driving the tank through an orchard without using a road is another way to force riders to Bail Out for no cost.

CC double advance sleaze

Advancing into close combat with the objective to win the ambush and perform ambush withdrawal (A11.41) to gain one more hex of movement. Often used to exit a stack who can’t quite make it off board on that last turn to fulfill some victory condition.

I’m still good order CC sleaze

Choosing not to drop concealment when the enemy advances in for CC on the last turn of the game, avoiding the possibility of Melee and loss of good order status. Often used by that last HIP GO HS in the VC area.

Route phase attack sleaze

Self breaking a unit to use its rout to actually progress further along the attack route or toward a victory condition or exit destination. Somewhat nullified by errata which requires self-break to occur within LOS and Normal Range of a KEU but still quite effective for units which stand a very good chance of rallying before their next MPh.

Prep fire smoker’s sleaze

Set up a kill stack in a building with an AFV out of LOS behind the building in bypass. After the kill stack fires in Prep Fire the AFV sets off its smoke dispenser in Movement Phase before moving on, giving the kill stack smoke cover during DF.

Unload PRC for cheap in VBM sleaze

Unload PRC “behind” an obstacle in Bypass but without the MF to move into it. This



will prevent DFF in the obstacle hex as well as get the PRC into the obstacle for free - without any MF, even if pinned. The unloaded (or Pinned) in bypass unit is placed in the obstacle after its MPh is over

Control by tank sleaze

Driving an AFV into a Victory Condition hex to gain Control. While an AFV Controlled location is only "temporarily" Controlled (A26.12), if the location is devoid of armed enemy units, is not a building, and is the only location in the hex the AFV does Control the hex.

Car bomb sleaze

The act of moving an ammo vehicle or Goliath near an enemy unit and then setting it off with friendly fire. You must use OBA or Area Target Type to kill your own units.

Prisoner deployment sleaze

Transferring prisoners from unit to unit enabling the Guarding unit to freely deploy. Especially useful for Russians and others who cannot freely deploy.

Foregone support weapon sleaze

Refusing to use a machine gun (and risk MG malfunction) in an attack because the MG will not move the attack to a higher IFT column.

It's broken but I don't care sleaze

Refusing to attempt repair of a MA to avoid possible MA disablement and Recall of the AFV.

Sit 'n spin sleaze

Having a fully tracked AFV enter a wire location and change covered arc repeatedly until the Bog check dice roll clears the wire (B26.53).

Double attack by WP sleaze

Getting an additional NMC "attack" against a position by placing WP smoke grenades during the MPh (also strips concealment). Normally followed up with advancing fire to provide the double whammy.

Firing into melee sleaze

Firing into a melee hoping to break the other side without particularly caring what happens to your own unit. Especially prone to being used by the Japanese and when one side has a morale advantage over the other.

Half squad recon sleaze

Moving a half squad into a location containing concealed enemy units to strip concealment of at least one of those concealed units (A12.15). This can be enhanced by marking several friendly units with opportunity fire in PFPh so as to fire at full strength at the soon-to-be unconcealed unit(s) in the AFPh.

Appendix A - Illegal sleaze-

THE TRENCHES

wanna-be's

These sleaze-wanna-be's are illegal. While sleaze is legal, these rules violations are not.

Halftrack gegen Tiger violation

Driving a half track or weak MAed tracked AFV into a hex with an enemy AFV and then rolling for maximum allowed ESB once in the hex hoping to fail ESB and Immobilize in the hex, thereby disallowing the enemy AFV to fire outside its hex. Illegal by Q&A: D2.6 In the last line, after "5", add "(using a non-Depletable ammo type available to the vehicle). A vehicle thus barred from remaining in an AFV's hex may not attempt ESB in that hex". {93b}

CX ruse violation

The CX ruse of declaring CX and then deliberately halting movement before expending all bonus MFs, thereby avoiding the DFF the defender was "holding" for use against the ATTACKER in that final location. Illegal by Q&A: A8.11 If the DEFENDER declines to use Defensive First Fire versus a unit after it moves into a certain hex and the ATTACKER subsequently announces that he had finished moving that unit, can the DEFENDER then change his mind and use Defensive First Fire (before another unit has physically moved)? A. Yes. {89}

Shot while attempting escape violation

The act of abandoning prisoners then gunning them down to unburden one's self of the prisoners without incurring No Quarter. Illegal by A20.52: ...an abandoned prisoner subsequently eliminated by the side that abandoned it causes the No Quarter rule to take immediate effect.

Fire lane yatzee

Driving a BU fully armored AFV up and down a firelane trying to get the MG to malfunction thus nullifying the firelane. Illegal by Q&A: A9.223 Must a Fire Lane attack be rolled even when the attack cannot get any result vs the moving enemy unit (e.g., a BU fully-armored AFV or an attack which receives too many positive DRM)? A. No. {97}

The CX/TI switcheroo

Going CX and then Searching on the last MF to make the unit TI to remove the CX status. Illegal by Q&A: A4.51 Are all five of the listed conditions (in the penultimate sentence) for removal of the CX counter (other than "if a unit breaks") only effective "in the next player turn"? A. Yes. {J1} [if you become TI while CX you will only lose the CX status the next turn (unless you break before that)]

Appendix B - Non-rule related sleaze

"If you don't like it show me the rule" sleaze

The act of deliberately breaking the rules, figuring some of it will get past your opponent. Most players consider this cheating. A few argue

that cheating is something done on the sly, like loading your dice or moving counters when nobody is looking and thus this sleaze is not cheating. These sad folks should seek professional help.

Mis-remembered SL rule sleaze

Performing an action against the ASL rules then attempting to cover up the violation by saying "I must be remembering an SL rule," usually after making a show of leafing through the ASL rule book.

Distraction sleaze

The practice of using loud music, annoying throat noises, tapping a pencil, nudie posters, porn playing in the game room, too much free beer, gloating, berating, personal odor or flatulence, amorous leg humping dog, or physically assaulting your opponent to throw him off his game.

Look the other way sleaze

Failure to remind / inform an opponent when he forgets a rule or DRM that would be to his advantage (but a SAN must be announced when either player notices).

If you have a comment or question you may email me at zekester@starband.net. Roll low.

Ω

A Few Good Men

Robert Walden

What is the largest amount of IFT firepower that can be applied from a SINGLE, NON-OVERSTACKED LOCATION, by INFANTRY and any 1/2" SW they possess at a range of 2 hexes, without a TH roll, and what DRMs, if any, apply?

Since 5 SMC = 1HS (A5.5), and one location can contain 3 squads/equivalents + 4 SMCs maximum (A5.1), then a single location can contain 34 Heroes. Those 34 Heroes can operate 34 .50 cal HMGs, each worth 8FP with an IFT DRM of +1, offset by the Heroic -1 DRM (A15.23). 34 x 8 = 272FP, DRM 0. And no cowering. Golly.

Ω



“THIS IS THE CALL TO ARMS!”

This is the latest edition of the *ASL* Players Directory. It is broken down by country and then by postal code region. The date at the end of each entry is the date the address was last confirmed.

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 Mark Beaty, 115 Oakridge Drive, Weatherford, TX 76086 (01/01/00)
 J. Berhalter, 2900 Colerain Rd #223, St Marys, GA31558 (31/10/94)
 Brian Blad, 1031 S. Stewart #2204, Mesa, AZ 85202 (02/12/97)
 Wayne Boudreaux Jr., Apt. #8, 4420 Wimbledon Drive, Grandville, MI 49418
 L. Bradbury, 13127 South 2615 West, Riverton, Utah 84065 (31/12/94)
 Scott Brady, 273 Merline Road, Vernon, CT 06066-4024 (31/10/96)
 David Cabera, 1206 Spring Street, Apt #9, Syracuse, NY 13208 (26/12/96)
 M. Cadieux, 11610 Zandra Ave, Midwest City, 73130 (31/12/94)
 T. Campbell, PO BOX 23591, Sacramento, CA95823 (31/12/94)
 E. Carter, 410 N. State, Geneseo, IL61254 (31/12/94)
 Zefe Carter, 666 Prospect Street #705, Honolulu, HI96813 (15/01/99)
 R.K Conabee, 1014 Washington Street, Apt 3, Hoboken, NJ07030-52022 (31/12/94)
 J. Coyle, 13226 Shady Ridge Lane, Fairfax, VA22033 (31/12/94)
 C. Cuneo, 628 Fairfield Avenue, Gretna, LA70056 (31/12/94)
 S. D'elia, 77 Maple Ave, Greenwich, CT06830 (31/12/94)
 D.A. Dally, 901, Oeffing Drive, McHenry, IL60050 (31/12/94)
 Steve Dethlefsen, 11808 April Ann Avenue, Bakersfield, CA 93312 (15/12/96)
 B. Dey, 610 N. Willis, Champaign, IL61821 (31/12/94)
 J.C Doughan, 1903 Chesnut Circle, Ardmore, PA19003 (31/12/94)
 R. Duenskio, 13 Hickory Drive, Stanhope, NJ07874 (31/12/94)
 W.B. Edwards III, 2400 New Berne Rd, Richmond, VA23228 (31/12/94)
 Ben Emanuele, 256 Lake Shore Drive, Pleasantville, NY 10570-1304 (12/11/97)
 Cliff Emery, 1306 Buddy Moore Road, Colbert, Georgia 30628 (05/12/98)
 Mark Evans, 4740 Rusina Road, Apt #109, Colorado Springs, CO 80907 (17/12/96)
 C. Fago, 1012 Saxton Drive, State College, PA16801 (31/12/94)
 J. Farris, PO BOX 547, Norman, OK73070 (31/12/94)
 Stephen Foren, 406 Northwood Dr. #3, West Palm Beach, FL 33407 (24/11/97)
 G. Fortenberry, 232 Linda Drive, Burleson, TX76028 (31/12/94)
 Carl Fung, Castle Point, P. O. Box S-359, Hoboken, NJ 09030 (29/06/98)
 Russ Gifford, 320 E. 27th Street, South Sioux, NE 68776 (15/11/96)
 Randy Glesing, 10040 Penrith Drive, Indianapolis, Indiana 46229 (10/10/98)
 Chuck Goetz, 531 S. Sharp Street, Baltimore, MD 21201 (10/07/98)

Eric Gustafson, 3 Mercier Drive, Belchertown, MA 01007 (07/07/99)
 W. Hancock, 728 Dutton Hill Road, Gray, Maine, CT04039 (31/12/94)
 B. Harden, 237 Montecito Avenue -Apt 1, Monterey, CA93940 (31/12/94)
 Charles Harris, PO Box 39215, Tacoma, WA 98439-0215 (28/01/97)
 Jeff Harris, 4501 Tillery Road, Apt # D-30, Knoxville, TN 37912 (31/10/96)
 Andrew Hershey, 361 Hilltop Drive #335, King of Prussia, PA19406 (31/12/94)
 G. Holmberg, 9051E 7th Street, Tucson, AZ85710 (31/12/94)
 Scott Holst, 5530 N. Artesian, Chicago, IL 60625 (09/09/98)
 P. Hornbeck, 6504 NW 31st Street, Bethany, OK73008 (31/12/94)
 Tu.x Humphrey, 730 Chester Street, Oakland, CA94607 (31/12/94)
 Rich Jenulis, 6713 Classen Avenue, Cleveland, OH 44105 (10/10/98)
 Richie Johns, 9771 Jefferson Highway #185, Baton Rouge, LA 70809 (24/01/97)
 David Johnson, 9028 Preakness Drive, Florence, KY 41042 (20/04/99)
 C. Kavanagh, 59 Ridgefield Drive, Centerport, NY11721 (31/12/94)
 Stewart King, 13826 S. Meyers Road, Apt #2037, Oregon City, OR 97045 (16/12/96)
 Randolph Knight, 419 Shore Road, Westerly, RI 02891 (03/06/98)
 L.P. Kreitz, HC64, Box 462, Trout Run, PA17771 (31/12/94)
 M. Laney, 7608 Monterey Drive, Oklahoma City, OK73139 (31/12/94)
 V. Lewonski, 509 South Bishop Ave, Secane, PA19018 (31/12/94)
 Brad Lipps, 8379 Youngstown-Comeaut Road, N.E. Kinsman, OH44428 (01/11/98)
 Rick Lubben, 400 W. Main Street, La Porte City, IA50651 (01/10/98)
 D. Lundy, 54 Wiltshire St, Bronxville, NY10708 (31/12/94)
 R. Lyon, 5125 Heather Drive #111, Dearborn, MI48126 (31/12/94)
 Chris Maloney, 319 Larkfield Road, East Northport, NY 11731-2903 (31/10/96)
 Roger March, 469 Avenida De Socies #11, Nipomo, CA 93444 (02/12/96)
 Kurt Martin, 2684 Avonhurst, Troy, MI48084-1028 (25/04/97)
 Brian Martuzas, 108 Church Street, Moop, CT 06354 (05/07/98)
 Douglas Maston, 4 Three Meadows Ct, Greensboro, NC 27455-1728 (15/12/96)
 L.R Mehr, 718 Cascade Creek Dr, Katy, TX77450-3210 (31/12/94)
 K. Meyer, 1090 Peggy Drive, Apt #7, Hummelstown, PA17036 (31/12/94)
 Jeff Miller, 263 Buchert Road, Gilbertsville, PA19525 (05/03/01)
 M. Monczunski, 233B Fielding, Ferndale, MI48220 (31/12/94)
 W.B. Nagel, 9712 W. 105th Terrace, Overland Park, KS66212 (31/12/94)
 James Neary, 1729 Forest Cove #308, Mt Prospect, IL 60056 (20/04/99)
 J. Paull, 404 Trappers Run, Cary, NC27513 (31/12/94)
 Frank Payne, 7625 SW 91st Avenue, Portland, OR97223-7029 (15/01/99)
 S. Petersen, 1 12 Vernon Ave, Glen Burnie, MD21061 (31/12/94)
 Glenn Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786 (15/11/96)
 P. Pomerantz, 818 Redwood Avenue, Wyoming, PA19610 (31/12/94)
 J.J. Quinn Jr, 707 Mitchell Street, Ridley Park, PA19078 (31/12/94)
 Tod Reiser, 472 Hartwick Road, Mercer, PA 16137 (18/04/01)
 Tom Repetti, 17322 Paoli Way, Parker, CO80134 (12/11/97)
 Michael Rhodes, 850 Lincoln Centre Drive, Foster City, CA 94404 (31/03/01)
 Tate Rogers, 4930-F Corporate Drive, Huntsville, AL 35805 (20/04/99)
 R. Rossi, 30970 Stone Ridge Drive #12301, Wixom, MI48393 (31/12/94)
 Darryl Rubin, PO Box 907, Redmond, WA98073 (10/12/98)
 Robert Schaff, 2335 Middle Creek Lane, Reston, VA
 John Slotwinski, 2701 Harmon Road, Silver Spring, MD 20902 (20/04/99)
 C. Smith, 3736 Sacramento ave, Santa Rosa, CA95405 (31/12/94)
 W. Smith, 426 Beech St #8B, Kearny, NJ07032 (31/12/94)
 Jan Spoor, 2849 Woodlawn Avenue, Falls Church, VA22042-2045 (14/03/97)
 Ray Tapio, Critical Hit! Inc., 88 Lodar Lane, Brewster, NY 10509 (01/01/96)
 S. Tinsley, 8444 NW 87th, Oklahoma City, OK73132 (31/12/94)
 J. R. Tracy, 59 W. 9th Street, New York, NY 10011
 Rick Troha, 4485 Oak Circle, North Olmsted, OH 44070-2838 (15/12/96)
 W. Ulicki, 230 Washington Valley Road, Randolph, NJ07869 (31/12/94)
 Paul Venard, PO Box 1716, Bonners Ferry, Idaho, 83805 (15/08/97)
 D. Wetzelberger, 24 Dulaney Hills Ct, Hunt Valley, MD21030 (31/12/94)
 William Wiesing, 1936 Pine Meadow Avenue, Tom's River, New Jersey, NJ 08753-7823 (07/10/98)
 K. Wilhite, 121 Springfield Lane, Madison, AL35758-1973 (31/12/94)
 G. Windau, PO BOX 13134, Toledo, OH43613 (31/12/94)
 R. Wolkey, E6208 6th #D 1, Spokane, WA99212 (31/12/94)
 Paul W. Works, Jr., 12018 W. 68th Street, Shawnee, Kansas, 66216 (24/11/98)
 Darrell Wright, 1007 West Cole Street, Dunn, NC 28334 (07/10/98)
 Brian Youse, 309 Chase Hill Court, Severn, MD 31144 (28/02/97)
 Eddie Zeman, Heat of Battle, PO Box 15073, Newport Beach, CA 92659 (13/09/97)
 Steve Zundel, 3601 Dawn Smoke Court, Raleigh, NC 27615 (15/12/96)
 Nadir El-Farra, Front Line Productions, PO Box 10345, Glendale, CA 91209-3345 (13/09/97)
 Paul Simonsen, 2118 N. Orange Grove Ave., Pomona, CA 91767 (09/05/00)
 Robert Hammond, 4414 Stay Ct., Orange, CA 92868 (31/01/01)
 Tom Huntington, 1425 Bison Ridge Drive, Colorado Springs, CO 80919 (11/04/97)
 Evan Sherry, Sherry Enterprises, PO Box 3, Ruskin, FL 33570 (13/09/97)
 Vic Provost, Dispatches From The Bunker, 209 Granby Rd. Aot. 18, Chicopee, MA 01013, MA 01040 (10/09/99)
 Donald Garlit, 17430 Brady, Redford, Michigan, MI 48240 (20/11/96)
 Ray Woloszyn, 317 Kilburn Way Lane, Kernersville, North Carolina, NC27284-7104 (25/04/00)
 J R Van Mechelen, Apt 8E, 301 Heights Lane, Feasterville, PA 19053 (01/11/96)
 Will Fleming, 20455 First Avenue NE #C103, Poulsbo, WA98370 (27/10/98)

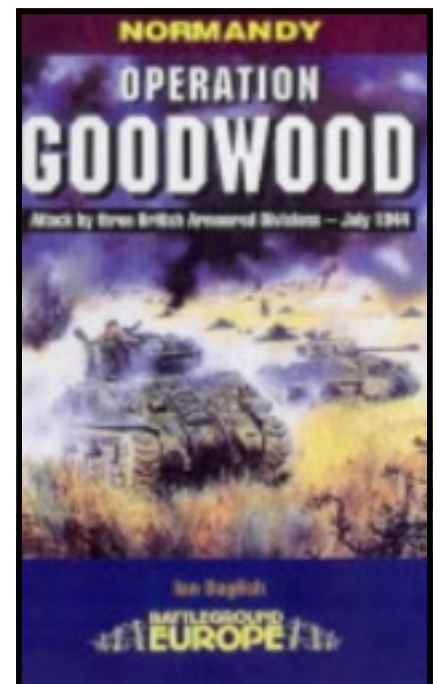
WALES

Martin Castrey, Conmah's Quay, Deeside, Flintshire (20/10/03)
 Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF 14 6JX (22/11/02)

Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/99)
 C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL
 Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27/08/02)

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

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This is the story of the largest armoured battle fought in the campaign for north west Europe. The book guides visitors around the tanks battlefield, showing what remains and what has changed, using present-day images alongside previously unpublished 1944 pictures.

Author Ian Daglish
Paperback 189 pages (January 2004)
Publisher: Pen & Sword Books / Leo Cooper
Price £9.99
ISBN: 1844150305



VIEW FROM

Feedback from Heroes 2004

Dominic McGrath

The following summarises the feedback from the participants' survey, issued at Heroes in Blackpool back in March.

Overview

In total, 15 survey responses were received, representing a 43% response rate from the 35 tournament participants. 3 of the survey respondents (20%) were attending their first UK ASL tournament. All except one were based in the UK, with the odd one out (Roger) being a British ex-pat in France.

Most respondents were pretty modest, with 80% describing themselves as either 'moderately experienced' or 'relatively inexperienced' ASL players.

The Tournament

Satisfaction with the organisation and choice of scenarios were both very high. Organisation scored a massive 83.3% satisfaction rating, and scenario choice came out at 75.4% overall. The scenario choice rating was dragged down to a large extent by the scenario choice for the final round, with the comment made by a number of people that the scenarios were really too large for the final round. (Satisfaction rating for Round 5 is 64.3% - average of the other four rounds excluding this is 78.2%.)

Most people are pretty satisfied with rules adjudications and dispute resolution (71.2%).

The biggest – and related – areas of concern are speed of play and adjudication of unfinished games. The satisfaction rating for speed of play is only 58.3% and that for adjudication is exactly 50%, albeit that only 6 respondents expressed an opinion on the matter of adjudication.

The Venue

There was strong support for the Hotel Skye, both in terms of accommodation (81.7%) and catering/value for money (79.7%). Clearly, Roland's efforts have not gone unnoticed.

Publicity and Information

People found out about the tournament from a variety of sources including direct mailing, the internet and word of mouth. Suggestions to improve publicity and access were to distribute flyers to games shops, more information on the VFTT website and promotion through wargames clubs.

Most felt that access to information about the tournament itself was satisfactory, the only major gripe being access to some of the more obscure scenarios.

Conclusions

The survey findings suggest that there is generally a high degree of satisfaction with the way that ASL tournaments are being run.

Satisfaction with the overall organisation is very high and Derek's choice of scenarios seems to be very popular. You can't please all of the people all of the time, but he seems to be getting close!

Equally, the Hotel Skye seems to be a popular and established venue – there seems to be no good reason to even consider looking elsewhere at the moment.

People seem to find out about the tournament from a whole range of sources, suggesting that we need to maintain good information across the range of 'outlets'. There are some positive suggestions for supporting publicity that should be picked up. Of course, the survey only gets to people who are finding out about the UK tourney scene – we cannot afford to get complacent and still need to carry on working to spread the word further.

Most urgently, we need to tackle the issues of slow play and resolution of unfinished games. Suggestions for doing so are welcome from everyone

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THE TRENCHES

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!

NOVEMBER GRENADIER 04

When: 11 – 14 November.

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

Fee: €5 per day.

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

Notes: There will be a battlefield tour through some of the Hurtgen Forest battlefields on Thursday or Friday.

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

MARCH 2005 HEROES 2005

When: To be confirmed.

Where: Hotel Skye, South Promenade, Blackpool, England. Room rates are £22.00 for a shared room or £28.00 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: £7.00.

Format: Four or five round tournament beginning Friday afternoon (arrangements will be made for those unable to arrive until Friday night), with three or six scenarios to choose from in each round. Players will be expected to have a knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

Contact: For more details or to register contact Pete Phillips, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 210 1798 (evenings only) or email heroes@vftt.co.uk.

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INCOMING

Continued from page 3

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

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HEROES 2005

ADVANCED SQUAD LEADER TOURNAMENT
DATE CHANGE TO BE ANNOUNCED SOON (FRIDAY THROUGH SUNDAY) 2005
HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in 2004 HEROES continues in 2005 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

Don't worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as a special tournament based on the *ASL Starter Kit* will be available on Friday. You can learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

Remember, you can also drop in just for part of a day if you can't make it for the full weekend.

THE VENUE

The Hotel Skye is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is just £22.00 per person for a shared room or £28.00 for a single room.

THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £7.00!

HEROES 2005 BOOKING FORM

Please enclose a cheque for £7.00 for registration payable to PETE PHILLIPPS and a cheque for £10.00 for the hotel deposit payable to HOTEL SKYE and return with this form (photocopies acceptable) to Pete Phillipps, HEROES, 24 Huggett Close, Leicester, LE4 7PY.

NAME							
ADDRESS							
NIGHTS ROOM REQUIRED FOR (tick each one)							
THURS		FRI		SAT		SUN	
SINGLE ROOM				DOUBLE ROOM			
NAME OF PERSON SHARING WITH							