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For once my optimism regarding the publication of the next VFTT has been proven correct, with this issue being out just in time for HEROES 2005! And I am also optimistic that the next issue should also be out at the beginning of May, thanks to Michael Davies sending me another scenario analysis. There will also be a write up of the action at HEROES 2005 and the usual Crusaders ladder updating so there shouldn’t be too much to do to finish it off.

However I am still on the lookout for material. Try your hand at writing a scenario analysis, or a look at a rules section, or some general tactics. Or if you are really ambitious, how about a series replay?

By the way, I hope you enjoy the reprint of VFTT1 in the centre pages. Its amazing to think that 10 years have passed since the first issue came out – not many third party ASL producers can boast such a record! Here’s to the next ten years.

Double 1. My last, best hope for victory.

Pete Phillipps
MMP GUNS BLAZING!

MMP have taken pre-orders for ASL Starter Kit 2 – GUNS! A stand-alone game, it adds Ordnance and Light Anti-Tank Weapons, including mortars, anti-aircraft guns, anti-tank guns, artillery, and bazookas. It contains a refined rulebook from ASL Starter Kit 1 with new rules added and old rules clearly marked, a countersheet of ½” counters, a half countersheet of 5/8” counters, 2 new geomorphic mapboards, 2 player-aid reference cards and 8 scenarios featuring American, British, German and Italian forces. The estimated retail price is $28.00, although it can be pre-ordered for $21.00 plus shipping and handling.

ASL Starter Kit 1 is also back in print, priced $24.00.

CH UPDATE VALUE OF THE GUARDS

Shipping now is Valor of the Guards 2nd Edition. Priced $19.95, it includes a large hex colour 24 x 34 map of the Dzerhezinsky Tractor Works, a small hex colour 22 x 34 version of the map for use in tracing LOS, and nine new scenarios. An upgrade version, which does not include the large hex version of the map, is also available for $9.95.

FANATICS IN LUZON

Fanatic Enterprises have released The Luzon Pack, a set of 12 scenarios covering the Luzon campaign. Priced $14.50 including shipping ($16.00 for non-US orders) it is available from Paul Kenny, PO Box 644, Haddonfield, NJ 08033. You can also order it from http://fanaticenterprises.tripod.com and pay at www.paypal.com (use the name homercedes11@hotmail.com if paying with a Paypal account based on a credit card or under the name paul_kenny@rve.com if paying with a Paypal account not based on a credit card).

In the pipeline are The Oblivion Pack, containing a dozen scenarios featuring vehicles and ordinance from Armies of Oblivion, which will be released soon after AoO, Barbarossa North which will contain a series of scenarios covering the northern theatre during Barbarossa, which should be out later this year; and Fanatic Pack 4, which will include a variety of scenarios and possibly a Platoon Leader Campaign Game or two which should be out late this year or early 2006.

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.
BICSKE BRAWL

Michael Davies

Bicske Brawl comes from Critical Hit Volume 7 Number 1, tucked away between some Dien Bien Phu scenarios, an early war mini campaign in Belgium, a 1956 Arab-Israeli War scenario, lots of world war two stuff, and even a few on the Irish civil War.

The scenario pits a strong “German” company supported by tanks against a slightly smaller Russian force stillfended by weak anti tank assets in strong defensive terrain. The Russians are an elite Guards division well dug in with masses of support weapons and two small anti tank guns. The attackers are SS, from the Wiking (Viking) Panzer Division. Originally founded in 1940 from Dutch, Flemish, Danish and Norwegian volunteers, some of these were already established Fascists in their own countries, while others simply joined in Hitler’s crusade against Bolshevism.

At the game start the Russians as slightly outnumbered, and considerably outnumbered, and up against armour. The geography of board 36 and the weather conditions make for a much more equal fight. Ground snow and frigid streams are in play. Players need to brush up on the rule section B20.7 and parts of E3.7. The ASLRB is the best guide on this, but I’ll add a few pointers and paraphrase some of the main rules.

The streams are frigid, making it a shallow stream that costs little to move through but is hazardous to Infantry. Moving through near frozen water causes replacement, disruption or reduction. This is extremely painful for Wiking squads who drop to 4-4-7s, losing range, firepower and morale. Stream entry is an option, but should be limited. For vehicles the only risk is bog when exiting the stream or casualty reduction if bailing out in a stream; this probably doesn’t mean they are dead, but having been forced to bail out into frigid water will take no further part in the action.

Snow rules slow Infantry movement up or down hills, negate the road bonus for Panthers, and allow Winter Camouflage. Marsh is transformed by snow to open ground. I think the pond becomes a frigid pond impassable to vehicles and extremely hazardous for Infantry.

Winter camouflage is simply a white covering of cloth or paint that makes units harder to see in snow covered terrain. It allows troops to be hidden or concealed in open ground and for Infantry to Assault Move and retain any concealment. The latter tactic is excellent fun, you can even Assault Move and try for smoke in some circumstances.

The ASLRB sets out the specifics better than I have so keep a copy handy during play, read it before play, and discuss anything that might be confusing before the game starts.

**Russian Set Up**

The game objective is to contest control of the paved road running from 36Q1-R6-Q6-P5-Q10, roughly east-west across the middle of the playing area. To win you need at least one unbroken unit on or adjacent to the road. A lone Leader, squad, half squadron, hero or crew will do the job. Even a berserk unit counts, as do units in melee. You can win controversially by having a unit held as a prisoner in the right place at the game end. This isn’t very classy and if it cropped up I’d probably concede. Most German players though will not give you the chance!

The objectives only count on the last game turn. There are no prizes for holding on until the end of turn five, and no requirement to have units present until the last game turn. Before the game end you need to focus on either inflicting casualties on the German units and/or limiting their movement onto the board and along the main road.

Board 36 represents broken hilly country full of meandering streams, extensive woodland, and small sections of orchard and brush. With ground snow in place, open ground potentially become concealment terrain for troops with Winter Camouflage. hills become a little harder to traverse, and marsh freezes to become open ground. Moving any of your units through a stream will result in their immediate replacement with a lower quality unit. For the gun crew I’m not totally sure if you’d end up with a 1-2-7 unit or it would be immediately replaced. Any paddling heroes are eliminated. Moving through streams is a bad idea and to be avoided unless you are forced to use the route to retreat or stand to gain from a counter attack that crosses a stream and does significant damage. For example you might prevent the retreat of broken units. Most of the time you will have full control over the decision to move or not move your units into streams, but unfortunately you have no similar control over the Third Reich. If the Wikings want to paddle you can’t stop them. It does take a 6-5-8 down to a 4-4-7 but if your opponent wants to try this, enjoy the spectacle, and figure out why he was prepared to make such a sacrifice. German tanks can move easily through streams. They risk bog as they exit, maybe immobilisation. If you are sighted to the exit hex and at the same level you just might get an underbelly hit resolved against an armour factor of 4. Barring an underbelly dud the 57LL will destroy a Panther. The 45LL should penetrate most of the time given the shot will likely be very short range and APCR, but if you are unlucky you also miss out on an immobilisation chance.

Spend some time looking at the map. There are plenty of players with a truly remarkable eye for terrain who will have definite ideas how to exploit key features. My main playing strength is being lucky but I’ll try and help with a few tips. As the Wikings enter from the western edge Infantry will be reluctant to enter the stream. This leaves wooded areas on the northern and southern flanks plus the central road. You can contest road movement by machine guns on level one hexes threatening fire lanes. A LMG in T4 is a fair example, and the wood in T6 similarly good. A heavier machine gun does the job better unless it is needed elsewhere. From higher elevations you gain line of sight but lose the ability to place fire lanes. If you are certain the advance will only be down the road using most of your troops you could create a deadly concentration of fire near certain to destroy an Infantry force and likely to disable or destroy the Panthers. Expect some German troops to use the road, likely to be less than a squad and a half, expect others to move down the wooded flanks.

The southern flank offers good cover for movement through the woods onto Hill 604, and the road leading from I5 to the crossroads. If exploiting this, the Germans could be on or near the crossroads by turn three or four. It also gives quick access to the eastern end of the road. This flank can be supported by armour. Entering on I1 a tank can cross the frigid stream and perhaps risk immobilisation crashing through the
The infantry force is pretty good, perhaps a little small. The option of declaring close combat is awkward as the Wikings' firepower advantage translates to a massive edge in hand to hand, and is still pretty good in conventional melee. Unless forced you should only engage if you have some other advantage, for example ambush, combat against a CX unit, or Leadership.

Against armour your two anti tank guns need to be either lucky or well positioned. As Guards, your ammunition depletion numbers are increased by one, making the 45LL gun A8, and the 57LL A7 for APCR. Taking the 45mm gun first, the basic TK is 11, rising to 12 or 13 at very short ranges. If you shoot with APCR, the basic TK rises to 13, with more useful range modifiers taking it up to 16 at point blank range. The front hull of a Panther is 18, so you need a critical to damage. The turret is less well protected (down to 14 factors) so just about killable! Frontal shots against the Panther are painfully optimistic unless you have a chance of an underbelly hit. Against side armour the chance of damage is much better. A basic AF of six is vulnerable to APCR, and just about practical for a conventional AP shot. Using the 45mm gun makes deliberate immobilisation very attractive, even for a side shot. Once the Panzer V is immobilised you will eventually penetrate the hull armour.

The 57LL gun is more powerful, rather similar to the British 6 pounder gun in terms of effect. The basic TK is 15 for AP, and 18 for APCR. Frontal shots still need some luck, anything on the side is more likely to penetrate.

Part of the power of both weapons is fear. Your opponent should know how strong his armour is against gun shot, fortunately he doesn't know where you are. He may fear an attack from a side armour facing or later on from the rear. This fear will reduce as the position of your guns is known, unless a Panther went finding this out!

Enjoy the delicate duel between the armour and tanks. Keep in mind both guns can fire HE. Taking out German Infantry early in the game is a fair trade for a gun's position. The guns can bore sight, set up HIP in open ground, can emplace, and can just about move even in snow. The guns are really there to keep the Panthers honest, don't be too disappointed if they don't get a clear shot at the armour as long as they limit rapid movement and encourage caution.

The last Red unit to consider is the sniper. A SAN of four gives a one in six chance of activation every single time an eligible DR takes place. In a five turn game with a low counter density, expect a few attacks. Leaders are an important target. Killing or even wounding one reduces the effectiveness of fire direction but more importantly slows enemy movement. Have fun with this unit.

The German attack in strength. In terms of numbers nine SS squads is close to your eight squads. If looking at points each German unit is worth 15 while each of yours
is worth 11. The extra points come from higher broken side morale, firepower, inherent smoke, panzerfausts and ATMM, spraying and assault fire! Possibly the calculation of value also includes SS refusal to surrender or become disrupted when facing Russians. The Fascists even have Winter Camouflage and can declare Hand to Hand! You have to accept the quality of German squads is superior to your own, but they need to be as the Germans are on the offensive and you are dug in and concealed.

Some of the German abilities are pretty straightforward. Assault fire helps keep the tempo of the German attack high, Smoke gives concealment, and broken side morale makes units quicker to rally and less prone to elimination for double breaks. ATMM won’t come into play unless a tank is crippled, and can also help obscure when a tank is useful against your guns, but don’t get paranoid. The rules covering disruption mean an SS squad failing and exceeding its ELR is deployed, not replaced, while Heat of Battle Disruption instead becomes a Berserk result. Keep in mind that some pretty wacky die rolls are needed to trigger such events!

Enemy SW are reasonable, two LMGs and a lone medium. All have good range, reasonable fire power and are very reliable. Enemy Leaders are an 8-0, 8-1 and 9-1. Given the enemy are likely to attack on two flanks this stretches their leadership a bit. If you can kill, wound or even break a lone Leader on a flank, suddenly that attack starts to slow down and struggle to rally troops.

The strongest units in the German OB are the Panther tanks. Truly superb in tank to tank combat the Panther is good for Infantry support. Thick armour will resist anti tank shots from your guns, mobility is very good, firepower similar. Combined coaxial and bow machine gun attacks strike on the eight FP column, strong enough against troops in foxholes. The long 75mm gun threatens to gain acquisition quickly, and destroy units when it starts to hit regularly or gain critical hits. For close defence it has a Nahverteidigungswaffe with a usage number of nine. These are temperamental weapons that discourage casual attacks. They are more useful creating Smoke to cover Infantry movement or cover moving away from anti tank ambush.

The Panthers do have weaknesses. Side armour is relatively poor and is vulnerable to guns at combat ranges. Stalling can also help, nice when a tank is frantically trying to restart in front of a gun, or for frustrating armoured assault. Respect the Panthers, fear them a little but appreciate the German is in constant fear of their immediate destruction by a well placed round from either of your Guns.

Although the enemy forces are strong, I think the length of the scenario adds a lot of pressure. The enemy has to cross ten hexes (a board width) in six turns, and gain control of the entire area adjacent to the road. If allowed free use of the road it would take just two turns maybe three. Fortunately difficult terrain gives you a hand, and of course you will be shooting, throwing things and fighting in close combat or melee to slow him down. A turn less and you would have an easier game, two turns less and the Third Reich either need phenomenal luck or a high level of skill.

Which I think brings us to set up. Earlier in the discussion of the map board some possible spots were discussed. With HIP guns it is always best to follow any bonuses you have, the general idea is the one that surprises the enemy rather than conforming to a nice linear defensive pattern.

For the bulk of your forces you have to choose between forming a single strong point, defending two or more hill areas and an aggressive forward defence, then personalise your choice by carefully positioning one or two squads to fit in with your own tactical ideas.

If you choose a single area to defend it needs to be close to the main road. A good example is Hill 490, where you can easily position a gun and perhaps three or four squads. If you plan a true point defence then the rest of your troops go in flanking positions or outposts just in front. This is a simple defence to use and works well against porter attacks. You can improve your chances by using dummy stacks or a small part of your manpower to create the impression of some commitment to defending the area closer to the board edge.

Alternatively you might see it to destroy the German Infantry as they enter with troops close to the board edge manning machine guns, with the AT guns threatening side shots on the Panthers or with HE in the beesch for Infantry. If the enemy match your dispositions expect carnage. The more likely counter is an attack down one flank bypassing part of the defence early in the game.

My own choice would be to position some troops on each major hill. Perhaps two or thee squads on each, and the thought of a last stand on hill 490. The main difference from a forward defence is sacrificing control of the entry areas, and going for more of a defence in depth. The main weakness is being defeated in detail by a concentrated enemy force.

In all cases make use of concealment, gain it when you can, lose it when you have to fire or move distance. Be prepared to abandon a position before the Germans are in position to storm it, then give up just one or two hexes before turning to fight again. Sometimes you can slug it out. If at a higher elevation in woods in a fox hole you can win a fire fight, and may enter a melee with an advantage against CX units coming into combat with you.

A few quick ideas. Use HE for the guns, the Red Army went for 45mm calibre mainly for its better HE round rather than it’s slightly better anti tank effectiveness, the 57mm lost out to the “shorter” 76mm guns in tanks for the same reason. You can cross Frigid streams at a cost, if the plan needs it, or things are just plain desperate. There is no casually cap, even a lone SMC can win this for you, the unit can be concealed, Berserk, in melee, as long as it is not broken you are on for a win. The prisoner thing still puzzles me, the objectives suggest a lone Russian prisoner could claim a win but doesn’t seem right to me. One possible use for the DC is to use it for bridge destruction. A placed DC needs a snakes DR to do the job, but a set charge reverses the TEM to modify its attack and uses the next column on the IFT table. This gives bridge destruction on a nine or less! Pulling this off has considerable style, and makes crossing the stream much harder for the Germans. I’d attempt it if the Germans have concentrate on their left flank (my right flank) massing around Hill 526. Have to appreciate a lot can go wrong, setting the charge is hazardous movement, and requires a usage die roll that can be leader modified, finally you need to retire to a position less than six hexes away, have a lane of sight to the bridge and pass a normal task check.

Expect a fun game. It is difficult to get hammered playing the Russians in this. Even in a game against challenging opposition you will certainly break some units, you may even kill some. In more even matches you will have strong winning chances so long as your defence is active, you move units to threatened sectors and don’t hunker down waiting for the German to hand you a win by reckless attacking.

**German Entry and Attack**

Your objective is to gain control of the paved road running roughly east to west across the map. There must be no unbroken Soviet units on the road itself or in hexes adjacent to it. Appreciate a single unit can prevent victory, even a SMC, and note it doesn’t have to be in Good Order allowing units in melee, hand to hand combat or even a Berserk unit to count. I think losing because a Soviet unit excels in close combat...
or become Berserk and cheats death is a tough break unless you engineer the circumstances by reckless play! On the positive side eliminating or driving the entire enemy OB off board earns you a victory, and once in a blue moon a crazed Ruski might move away from the victory area and gift you a win. You expect trouble from enemy units, perhaps harder to factor from the game start is the need to cross the board to reach the eastern end of the road to neutralise any enemy forces there. Briefly the mission is to drive Soviet forces away from the road and it’s adjacent hexes by the game end.

Your main assets are Infantry. Nine squads is pretty much a full strength Company, with a fair allocation of SW, two LMGs and a medium. Have a quick read of this scenario. You will find that the SS are Elite with high morale, good range, with mounting fear as you gain acquisition. This isn’t to be celebrated but is a fair indication that you have correctly used your armour assets to ease the burden of your Infantry, unless you have been caught by two lucky shots from you enter.

Russian forces amount to a strong company of eight squads of Guard Infantry, and an ad hoc section of Guns. The Infantry are Elite with high morale, good range, with slightly low fire power of just 4 factors. As mentioned earlier this gives you an edge in close combat, and in a straight fire fight. The Russians are also using Winter Camouflage, can declare Hand to Hand, and can massacre. ASL rules allow Human Wave, hard to see it applied here. Admittedly the Reds are good troops, remember they also have weaknesses. Firstly the Russian squads don’t have inherent Smoke. Secondly they cannot deploy. This limits set up options and makes crewing machine guns a little harder for the Red Army. The third weakness of the Russians, and this is stretching it a bit, is their squads limited squad anti tank capability. This amounts to close combat, and the DC against your stacks of panzerfausts and ATMMs. After that it is hard to be critical of the Soviet force, an ELR of three is not as good as an ELR of four, so don’t expect too much unit replacement on either side. I guess we are back to Soviet strengths! They do have a lot of SW, two reasonable LMGs, a MMG and an HMG plus a DC. That is five weapons for eight squads, almost one each. The heavier guns can bore sight, almost certainly a hex you will want to enter. Draw some solace from the B11 of the light and medium machine guns, these are three times as likely to breakdown as B12 weapons. The firepower of Russian squads and machine guns is a threat to Infantry, and encourages armour to button up. The perfect counter to a gutsy Infantry force is armour, the Panthers give you two 75mm Guns, and four machine guns immune to rifle and machine gun fire.

Without the AT guns the scenario would be a much easier game for you. Aggressive infantry probes would find the

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**The Trenches**
Soviets before a Panther would move close and hammer them with machine gun and cannon fire. To keep the Guards in the game they have some anti tank capability in the form of two anti tank guns. The 45mm Gun threatens immobilisation. If it can shoot at the side of a panther it has a near even chance of destruction using Armour piercing, rising to a highly probable Kill at close range using APCR. Frontally a critical hit extremely low to kill number on a turret hit is needed. If being fired on the front target facings by this gun, and positioned to do serious damage to the enemy staying put and shooting should pay off. The 57mm gun is deadlier. With APCR the basic TK is 18, if modified for range a side hit results in near certain destruction. Against frontal target facings a turret hit followed by a low TK roll can destroy almost anything. For contrast if the Panthers but sit there long enough and ROF and acquisition will eventually lead to your destruction. The best defence against the guns is LOS. What can’t be seen can’t be hit. By aggressively searching for possible gun positions ahead of the tanks and positioning the armour with its frontal aspects to the enemy you keep pressure on the enemy. If the first shot immobilises a tank, the hull facing is set, the turret can and should turn towards the newly discovered gun to engage and destroy it. Being hidden is the guns main strength. The guns can start in open ground hexes hidden and only revealed when you are fired at, the gun changes covered arc or the hex they are in is searched, moved through or subject to an effective fire attack. Most ASL players are aggressive and will seek to use the guns aggressively against Panthers. Being HIP the crews might also be used to contest control of the road. On turn six they can be revealed to claim a win, or abandon the gun on turn five and run for the road. Both of these events can only happen if you are lax in searching for the guns so don’t have a hissy fit about your opponent doing either. It is your job to secure the road and finding the guns is part of that. Historically the 45mm Gun was also used in the direct fire role to fire HE against Infantry, the 57mm was more an anti tank weapon, but also has potent HE capability. A hit from the guns attacks at four or six factors, just enough to do damage, if you allow for ROF and some critical hits.

I think there is a delicate balance between this scenario. If you lose a tank to a gun your end game become easier by finding a concealed unit. By contrast if the Panthers have a better time the guns might be hidden to complicate the closing stages of the game. The last Russian weapon to mention is the sniper. A SAN of four gives a one in six chance of an attack every time you take a shot. You can’t win without throwing dice, but think before you take shots that have little chance of success due to low firepower or very high modifiers.

Concealment is a big part of the Russian game, protecting his units from fire and making judging their dispositions a deal harder. At the start of the game the inability to deploy and set up restrictions of one squad per hex give you a better idea of the enemies dispositions even though they can all be concealed. You should be able to gauge the height of stacks, judge their positions and make some pretty good guesses about enemy deployment. With a 9-1 and 8-1 leader in the enemy OB some Russians may forgo using them to direct MG fire and create one or two stacks containing a leader and perhaps a SW, the DC looks good for this. You can’t stop the enemy using crews, if you can you are on a.panther or a Panther or use the HIP status to change covered arc or move the crew perhaps. Some Russian players will dedicate one or both guns to the end game and seek to keep them HIP on or close to the road. You can counter this tactic by moving through or Searching any hex within reach of either the road or a hex adjacent to it. You have to factor in bypass movement, and any Leadership or double time bonuses, and/or have troops ready to flatten any Reds appearing on turn five. This is part of the game. I guess you are trying to secure the road for transport elements to pass safely. Don’t ignore concealed units. Finding an obvious dummy you bypassed early in the game is a real unit is careless.

The road is undoubtedly the most important terrain feature. At R4 and Q6 stone bridges provide a “safe” crossing over the stream. Anti tank guns can bore sight these hexes to give a high probability of a hit, at very short range if you are leading with the armour. The bridges are deadly as they fix vehicular covered arc as you approach and move over them. For example to use the Q6 bridge a tank in R6 must expose its rear to some of Hill 526, and some woods, brush and open ground immediately behind it, additionally there is a risk of fire from around Hill 490 striking the side armour or your turret front if you are cagey. With fair luck you will just be a bit surprised, sometimes you’ll lose a tank. The upside is you always find a gun! For Infantry, snow negates the road bonus and again the bridges do channel movement. If you want to cross from one side of the stream to the other without paddling in the stream you must either hitch a ride on a Panther or use the bridge. The same restrictions apply to the Russians. If you control or occupy the bridges he can’t get across easily. Don’t

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View From
Hello and welcome to View From The Trenches, the first of what is hoped to be a (semi-)regular British ASL fanzine. Although ASL ‘zines seem to come and go, none has come from Britain, and offered a British view on ASL. Until now.

So, what can you expect to find in View From The Trenches? Well, news, reviews, tactics, scenario hints, stories, in fact anything to do with ASL. Most importantly, I want to give us British ASL players a chance to share our views, and allow us to keep into touch with each other.

Let’s get the British ASL scene going (and keep it alive and kicking).

The most important thing I personally would like is to see lots of stuff on general tactics and play. Too many people seem to enjoy coming up with ‘perfect plan’ scenario articles, which, while interesting, don’t tend to be of much help when you are viewing a scenario for the first time. And, in common with most such articles, they tend only to concentrate on the start of the scenario, since the number of variables that can affect the course of a game, particularly ASL, make it difficult to predict what the mid and late game situations might be. So, what I want to do is to offer more of a look at tactics in general, much like the ‘SL Clinic’ use to do in ‘The General’.

Scenarios are the lifeblood of any open-ended system like ASL. So, I’m on the look-out for lots of these. Tested or not. I realise that a lot of players may not have time to give their own scenarios much playtesting, but that many players want to see new scenarios. So, feel free to submit any scenario you design. All I ask is that you include a brief scenario design notes covering any aspects of your scenario.

I’m open to contributions on any aspect of ASL, but don’t expect to get rich out of submitting stuff. All I can offer you is the satisfaction of knowing you’re helping to keep the British ASL scene alive. So, whether it’s an article on general tactics, a scenario dissection, a rules discussion, a variant, or a humorous look at ASL, write away.

Anyway, ’till next time, roll low and prosper, as Spock might say.

Pete Phillipps

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COMMANDER’S NOTEBOOK

The aim of ‘Commander’s Notebook’ is to provide brief notes on the play of ASL. These can be tactical hints, scenario notes, or even a look at a particular aspect of the system, such as armoric, air support, or even seaborne assaults. This time, a look at a few of the more popular infantry scenarios.

As an introduction to ‘Commander’s Notebook’, I’ve taken a look at a few of the infantry scenarios the system offers, and provided a few statistics about them. They take the form of the initial impressions of the battalion commander as he approaches the situation, and his subsequent after action thoughts. As such, they are short, sharp, and to the point.

ASL-1 - FIGHTING WITH-DRAWAL

Played twice (Finns 0 - 2 Soviets), taking 4-5 hours to play. Based on play so far it seems pro-Soviet, as the Finns lack the time to break through the Soviet delaying action so they can exit the board.

The Soviets must delay the Finns, which means causing breaks. Outnumbered in firepower, they should rely on attacks from out of sight positions as the Finns advance. The initial defense is a concealed screen along hexrow AA, a second line along hexrow X (with concealed LMG in V4) and HIP squads in H9 and K4 (2nd Level). In GT1 move the MMG to W1 to cover hexrow W. The Soviets must try to keep the Finns north of hexrow O-Q until GT4.

The Finns must blast the Soviets out of their way, advancing fast. As they must use GT1 to kill the Soviet front-line they effectively have 6 GT to move, which means a rate of about 4 hexrows per GT. If they exit, they must also leave some forces covering south edge to prevent Soviets exiting. A broad advance doesn’t allow the Finns to concentrate their FP, so a flank advance appears best. Tried in the north, but is too easy for the Soviets to defend, so might be worth trying the south.

The Soviet plan works, but costs squads. Lose 1-2 squads in rearguard each turn as the others pull back a little. Finns haven’t advanced fast enough in early GT and by GT4 have been struggling.

RB6 - TURNED AWAY

Played three times (Germans 0 - 3 Soviets), taking about 3.5-4 hours to play. Despite the lack of German wins, seems balanced as most games have been very tight.

So far, the basic Soviet set-up has seen a fortified DD41 used as HQ twice, and a fortified FF37 once, with the remaining units in a shield along the FF37-BB40-AA44 axis. The basic tactic is to force the Germans to waste valuable time breaking through, while also inflicting breaks and (hopefully) kills to gradually reduce their overall firepower.

The Germans should deploy into two equal assault groups, one in the north the other in the south. The basic plan is to develope three firebases around AA40, AA42 and AA45. The tactic is to seize the Soviet flanks and use firepower from there to reduce DD41. While this goes on a lone squad moves along the northern gully to FF37 in case this is the Soviet HQ - should EE45 be the HQ it can easily be reached from the south using the rubble to cover the approach.

GEN-T1 - GAVIN TAKE

Played five times (German 3 - 2 US), taking 2-3 hours to play. Seems to be fairly well balanced, as most games have gone to the last turn.

The Germans should set up with the aim of controlling the northern parts of rows I and Y by having a squad and MMG on the 1st Level of 3R3 and 3S3. The other forces should be spread around village, with the aim of sending a LMG armed squad up onto hill 522 (3W6) to deter US advance onto the hill. The plan is to gradually fallback to the area 3K10-3O8-3R8-3I10, and cover 3Q10 so shots may be taken against US forces trying to exit.

The US should enter Gavin and 3 squads along the northern edge to bring fire onto 3S3 and 3U3. Once these Germans are broken/eliminated, Gavin-Maloney push through the village and on to 3Q10. Ostberg Force comes over the hills and into the woods, trying to reach 3Q10 from the rear. It
DEFENSIVE PLANNING

A brief look at a number of factors to consider when planning and setting up a defensive position.

Whenever you are planning a defense, there are several things to bear in mind. First and foremost, always remember to defend the ground you must hold to win. Although this can be done directly, by placing troops in the area, it is more often done by defending the surrounding area and the approaches.

Any defense needs depth, so it can absorb the enemy attack and slow down its momentum. A “thin red line” can be easily breached. Although the easiest way to provide depth is to have troops spread out in ever-widening defensive circles, all too often a lack of troops prevents such depth. In these cases, each position should be able to provide mutual support to neighboring positions. Ideally, each position should be able to bring fire to bear on its neighbors and the approaches to them. Without mutual support, it is all too easy for the enemy to overwhelm a single position and surge through the gap.

Also be aware of situations where a defensive position can be attacked from more than one direction, and allow for such situations when setting up. Such situations are common at night, when lines can easily be penetrated by a cautious attacker, and defensive positions must be prepared to face an attack from any direction.

Defensive positions should be concealed where possible. Ideally, key positions and sites should be set up HIP if possible. Many scenarios allow a Scenario Defender to set up one or two squads HIP, and one potential use for these units is to set them up inside your defensive perimeter in positions which cover the key ground. These units can then ambush any advancing enemy units, possibly catching under FFNAM and/or FFMO. Where HIP is not available, try to set up in positions out of sight of the enemy, so that Concealment may be gained.

GEN-T14 - GAMBIT

Played once (Germans 1 - 0 New Zealanders), taking about 5-6 hours to play. A tense race that needs aggressive New Zealander play.

The New Zealanders should deploy the onboard platoon on one map edge and enter the other troops on the opposite edge, thus forcing the Germans to spread their forces out. The entering units should basically plan on breaking thru on their edge and running for the nearest exit. Use a couple of LMG-armed HS to interdict German units trying to move across. Remember the ATR makes a good LMG as there are no vehicles around. The mortars are best used to provide Smoke to cover movement across Open Ground.

The New Zealanders have 28 VP worth of troops. If they lose at least 9 VP of these they cannot win. Since the onboard platoon will be worth about 5 VP (2 squads and an 8-0) the Germans should concentrate against it so as to destroy it in the first two GT. The other units should be spread out so as to quickly respond to the New Zealander advance. Try to delay the New Zealanders until the onboard platoon is destroyed, then fall back towards their exit target.

GEN-T16 - STRAYER’S STRAYS

Played three times (Germans 3 - 0 US), taking 2-3 hours to play. Much depends on the state of the US forces at the end of US GT1. Seems to slightly favour the Germans though.

The Germans must delay the Americans, but initially doesn’t know where they’ll enter from. The long front makes it impractical to cover it all (he who defends everything defends nothing), so concentrating in the centre and lightly covering the flanks is the best idea. Deploy some HS to help cover the
NON-COM - MUNICATION

Non-com: a non-commissioned officer (e.g. a Squad Leader).
Communication: to talk, exchange ideas and information.

Well that’s what this column is all about.
Or at least, it will be once I get some letters. Hopefully, this column will allow us to exchange ideas on playing ASL. I’ve written some of mine in this issue, so let me know what you think about them.

COMMANDER’S NOTEBOOK

Continued from page 3

flanks. Deploy a pair of Conscript HS and a pair of 2nd Line squads on each flank, and everything else in the centre. Have the 1st Line and the leaders around the chateau to act as a reaction force. Alternatively, tightly hold the centre and one flank and concentrate on the other (but still keep the 1st Line units around the chateau). Also, try varying the exact units deployed so the set up doesn’t become predictable.

The Americans have the initiative but must decide where to enter from. As the Germans will be spread out to cover all possible entry options, entering in one area allows a local concentration of force. The terrain is the west is mostly Open Ground and Grain, which makes crossing it dangerous. The east is mostly Orchards, which offer plenty of LOS Hindrances. The centre has the chateau, which is an obvious German firebase and central point. The east looks to offer the best chance of making good progress, but wait until seeing the German deployment before making a choice.

GEN-ASL-C - THE STREETS OF STALINGRAD

Played twice (Germans 0 - 1 Soviet, 1 draw), taking about 8.5-9 hours to play. This scenario is very balanced, with the majority of games being draws.

Set up is pretty much pre-determined.

The Soviets should put the 10-2 leader and 3 6-2-8s in 1G4, two killer stacks in 1X3 and 1X4, and a randomly deployed concealed shield in the Factory frontline (this prevents a predictable set-up). It is worth taking a Commissar for the rally benefits. The reinforcements should mass in the north, as this offers the most direct route to the Factory. Because of this, KG Stahler should be concentrated in 1U2, with light concealed forces (mostly dummies) to the south. The Germans should concentrate the engineers in 1AA4, and KG Tienham in 1Z7.

The Germans need to break the Factory shield and move the engineers in to DC and FT the main Soviet stacks. Ample use of SMOKE is required to cover the engineers as they do this. The other Germans, particularly KG Stahler must simply hold out as long as possible, as the Soviet attempt to break and overrun 1F5, 1K5 and 1U2. Those Soviets trying to reach the Factory should try to enter from the north. Moving in from the south requires them to cross too much ground (much of it Open as well) to reach the Factory. Too, with no attack on building 1U2, it can dominate the ground they have to cross. They should also consider the possibility of making a Human Wave assault, or using Sewer Movement to enter the Factory. However it is tried, expect lots of casualties.

FINAL FIRE

That’s all for this issue. Hope you enjoyed it. Feel free to write and tell me what you think.

Whether there will be a second issue, and what it might contain, depends on you, the readers. VIEW FROM THE TRENCHES is a chance for us ASL players to talk to each other, but if we don’t talk, it will fail. It’s future is in your hands.

VIEW FROM THE TRENCHES is an independant British ASL newsletter. It is available free on request (although an SAE is much appreciated). All correspondence should be sent to Pete Phillipps, 49 Lombardy Rise, Leicester, LE5 0FQ.
forget the frozen marsh in S9. It is open ground and a concealed unit can even advance or assault move the gap. If you control the crossing points you make Russian movement towards the roads in the end game much harder.

Moving straight up the road with all your forces is risky unless the Reds are making a massed stand on Hill 490 at the far end of the road. In any battle where you approach from a single board edge you always have three main axes of approach, the left flank, centre and right flank. Here the centre is the road which is attractive for armour. On the left flank entry is complicated by the stream, you might be better off going through the woods in X0 and Y1 and onto the largest hill. A path in Y1 connects to X1 to get your squads quickly on board. You can attempt this with armour, the risk of bog is very high but with two tanks you might want to chance it. Once you gain a foot hold on this hill you can move fairly quickly if unsighted by concealed or known Russian units. At most you would expect a gun and two or three squads to be on the hill so don’t be too concerned about defensive fire. When attacking on this flank you must push hard. Charging on board then using advance and assault movement for the rest of the game will not help you. At times you need to make progress, not only using regular movement but double time and the odd leader assisted hike. By keeping the hill between you and the area to the South you are protected from long range machine gun and rifle fire, as well as odd bits of high explosive from the guns. By the game end any troops entering on the left flank should have searched or occupied most of Hill 526, control the woods by the left flank should have searched or occupied as odd bits of high explosive from the guns.

The Russian movement towards the roads in the end game and the frigid stream which gives a line of sight to the biggest concentration of units, including dummies then open up with that 75mm gun and the machine guns. If the gun malfunctions, well that’s tricky. I’d be tempted to move further on board before fixing it, with the intention of drawing fire as there just isn’t a casualty cap! The more sensible play might be to roll for repair and using the machine guns in the meantime. As your troops move forward on the other flanks, the armour has to advance. As mentioned earlier the road is scary if no guns are revealed! You can drive through a stream, take your time and check the move you intend is legal. The stream is effectively a gully so you can exit to and gain an elevation at the same time. From the west edge if you insist on crossing the stream you have to enter T2 to subsequently climb to T3 or U3. How long do you want to wait? Right of the road avoid the pond as it isn’t frozen just frigid and deep enough to swallow two Panthers and any riders. That said you can move along a stream and I think under a bridge. Infantry moving in support should try to use the tank as cover as the terrain is very open, the brush in R1 and orchard hexes in R0 and T0 at least negate the movement in the open penalty!

On the right flank there are few practical route for armour. The best I can see is to cross the stream into B3, drive uphill into the woods then exploit the road if you have been lucky on bog rolls (no giggling at the back), and enemy countermeasures. Generally any plan that relies on die rolls for movement is frowned upon but if it worked and could be supported quickly by Infantry it has potential. I guess the strongest argument against the gambit is an immobilised tank can’t see much from either the woods or if stuck exiting a stream. For Infantry, this side of the board has lots of cover, mostly woods, although some can be bypassed to speed progress. Entry through N0, M1, and L0 provides good cover. If a unit breaks it can remain in place to rally quickly and return to the fight. Occasionally you may get the chance to rout towards unknown enemy units. The rules allow this, expect Russian attempts to counter, if he can back you up against a stream you will lose a unit. Keep moving east, feeding, search and gaining concealment when you can. Again use double time and leadership, and go easy on stacking until you know the enemy can’t target you. Once you gain the road clear the tree line, and search for the guns.

On every turn you should feel under intense time pressure with too much to do for each unit, unless you have destroyed most of the defenders! This is a short game where the difficult terrain and need to clear the road add to the excitement. Don’t relax until you have found both guns, and revealed the rest of the Russian OB.

So far we have looked at the lines of attack you can exploit, you must decide what strength to commit to each thrust. This is difficult, as you don’t really know what strength the Russians have in each area. One approach is to count Russian stacks, assume each is a squad and assign you troops in roughly equal numbers. My own preference would be to keep the tanks together aiming to move down the centre of the board, and commit a platoon of three squads a leader and LMG to each flank. The third platoon serves as a reserve whose function is to man the MMG, commit a squad or half squad to assist the armour and a small reserve to help exploit gains made on either flank.

You have the option of entering on or after turn one allowing you to know more about the enemy. Besides this keep pressure on the enemy, and to keep a small reserve in case you lose units to a particularly lucky Russian attack. Being able to reinforce later in the game build pressure on the Russians defences. You can add to the fog of war by deploying and making use of concealment. I will know when you have bought both tanks on but can be confused slightly about your Infantry strength on board or in particular sectors of the board.

To win you need to move a lot, gain a lot of ground when not exposed to effective fire, move in the advance phase when subject to large attacks. You need to cross the board, and enter or search for Russian units. Expect some nasty surprises along the way, losing one tank and having the other immobilised is almost expected, similarly a determined Soviet defence might exchange their entire OB for most of your own. I’d expect to lose five or six squads mostly in the first three turns. High casualties don’t matter too much as long as you are killing Bolsheviks and gaining ground.

Conclusion

The terrain rules initially make life difficult for the Germans who need to carefully plan their entry and importantly roughly where they will move on subsequent turns. The Russian needs to exploit the terrain. Concealment and hidden initial placement in open ground are key to set up. There is an interesting contest between the light anti tank guns and Panthers, hand to hand to speed up the attack and simplify the end game and the frigid stream which gives the scenario a lot of character.
The following is a brief look at the latest ASL Journal taken from various postings to the ASL Mailing List.

It's 48 pages this issue. Starting at the front, the cover is a painting by Ken Smith showing three British paras taking cover behind a wall; a certain bridge is in the background.

The inside cover is the first scenario, 'J90 The Time of Humiliations'. Page 3 includes the credits column, a short 5 entry table of contents, and errata for (ASLRB 2nd edition, Chapter H (Brit vehicle note 51), scenarios J81 and SASL 15, and ASL Journal 5. It's about half a page worth.

The next article beginning on page 16 is "The Persistence of Firepower: A Nearly Exhaustive Look at Residual Firepower and Fire Lanes in ASL" by David Olie. The article runs to page 18; then picks up again after the scenarios on page 31. It finally ends, sort of, on page 33. There is a two page comprehensive example on pages 34-35.

Pages 19-30 are the other 11 scenarios, more on which later. One note to the scenarios is that 'J93 The Porchevye Bridgehead' takes up two sides.

There is a very brief "From the Editors" section on the lower left of page 33. They say that J7 will include some more scenarios for Primosole Bridge (they're using PB as the abbreviation), a set of linked scenarios by French designers (they don't say who), Steve Swann's Croatian Paratrooper vs. Partisan scenarios, Oliver Giancola's analysis of Got Milk!, an article on HIP play by Mark Pitcavage, scenario analysis by Matt Shoostak, and the second half of the British Army article by Charles Markuss.

Pages 36 through 47 contain a very dense article by Charles Markuss—"Tommy Atkins at War Revisited: A Deeper Look at the British in ASL". It has no pictures, other than a few counters, and just two small tables. It's part one of two. Another interesting item is that the article had to be "stripped" of its extensive footnotes to fit. At some point, the footnoted version should be available on the MMP's web site (at the time of going to press it was not on the web site).

Finally, the back cover is an add for "Fire in the Sky: The Great Pacific War 1941-1945".

The insert is the Primosole Bridge (PB) campaign game. The map is 21" by 30.25" (25 by 28 hexes). The rules pages are Z39-Z58 plus a two-sided (card stock) CG roster/purchase record.

CG I "Who Are These Devils" covers 12 dates from Night of July 14 through PM of July 17. (Note that there is an AM, PM, and a Night for each "day".) The British begin on the attack—a night attack via paratroop and glider landing. The initial defenders are Italians; Herman Goering units enter later on the first date. After the original date, the Axis can buy paratroopers, "regular" German infantry (447s), Italian infantry, guns, OBA, StuGs, etc. The British can buy infantry, paratroopers, tanks (Shermans), carriers, armoured cars, guns, OBA, pregame bombardments, etc.

CG II "Paying the Devil's Bill" covers 8 dates from July 15 through July 17 PM. The British are again on the attack in this one. Note that the Axis are limited to only one attack chit.

CG III "When Devils Collide" covers just three dates: Night of July 13 through PM of July 14. Basically, this one is the initial British assault followed by the Axis counterattack. The British can’t choose an attack chit while the Axis have two. (Of course the initial scenario is an implied attack chit for the British.)

OK, on to the scenarios.

The Time of Humiliations - Another of Laurent Closier's scenarios set in French Indochina. A mix of 1st and 2nd liner IJA infantry backed by armour is on the attack vs Hutville. The French start out with a lot of infantry and receive a bit more supported by some FT-17 tanks. Midgame. Chunky at 7.5 turns and ~ 16 squads a side.

The Sooner The Better - Matt Romey gives us a tussle at Tobruk, as German infantry finds itself cut off behind the Australian lines and must fight their way out along with some panzers that stumble onto the board on the 2nd turn. Looks like a free for all as the Aussies get some armour support of their own. 6.5 turns, three boards, 16 Aussie squads, 11 German, 10 Brit tanks and 16 panzers.

Your Turn Now - Ken Dunn takes us to Cebu Island after the fall of Bataan. A dozen Japanese 2nd Liners go after 11 Filipino greenies - seven turns, looks straightforward but the troop mix is interesting.

The Porchevye Bridgehead - From Xavier Vitry, this is early Barbaroossa and it’s a biggie, using both sides of a card. This represents a chaotic Soviet counterattack against the vanguard of the 6th Panzer Division. Conscripts, KVs, Soviet air support, a T-34 platoon, commissars, assault engineers, all up against a pretty tough mix of elite Germans and AFVs, lead by a 10-2. 8.5 turns of pretty crazy stuff.

Kempf at Melikhovo - One of Ola Nygards' On Top scenarios. These are popcorn size, such as this Kursk offering with 6.5 squads per side. The Russians get an ATG and a KV as well, while the Germans are supported by a flammable and a PzIVH. A straightforward quickie at 4.5 turns.

Typical German Response - The first of the Primosole HASL scenarios from Randy Yeates, this has 20 German squads led by a 10-2 and friends attacking the Para bridgehead. The 8.5 648s get a six pointer and a captured Italian 47 ATG plus the benefit of the funky terrain, while the bad guys get a StuG a couple turns in. Meaty stuff, even at six turns.

Another Bloody Attack - The second of Randy’s cards, this time the British are on the attack, with 16 squads and four Shermans, against a dozen German squads, a 40LL, and a 75 recoilless rifle. Six turns.

A Nice Morning For a Ride - The third Primosole scenario has another German attack against the bridgehead, but with a twist - if a British hero can scoot off the map on his bike, the British reinforcements appear

Continued on page 19, column 1
Z14: Highlander SMC: The Highlander SMC represents a race of immortals who have lived among us since time began. They have lived among us since time began. They cannot die except by decapitation; all other “mortal” wounds are healed in mere minutes. The Scots of the Highlands (eg Highland Light Infantry of Canada, Queen’s Own Cameron Highlanders, etc) or any regiment, usually but not necessarily of Scottish origin, or defined as such by SSR, such MMC must immediately take a NTC, utilising their ELR as a negative modifier. Should this NTC be passed, the MMC immediately goes berserk and must charge the closest (in MF) sheep counter. Once in the hex with the sheep, the MMC and accompanying Highlander SMC are TI for a dr of player turns.

Z14.31 DETERMINED WALK: The Highlander Determined Walk is a form of semi-simultaneous Berserk Charge, except the Highlander SMC does not run, but strides manfully with a determined look in his eye.

Z14.41 HALLOWED GROUND: Highlander CC cannot occur while in Hallowed Ground (Cemeteries, Graveyards, Temples, and SSR-Defined Houses of Worship), unless the OBA Observers immediately lose Radio Communication. For every box played the Highlanders must engage each other in Determined Walk and enter into Highlander CC.

Z14.42 LIFE FORCE TRANSFERRAL: After deadly resolution of Highlander CC, using the HtH rules with no Special Effects, the SMC’s must engage each other in Determined Walk and enter into Highlander CC.

Errata:

Z14.4 After the last line, insert the following: “Once one Highlander has been decapitated in Highlander CC, the player playing the winning side must yell out “It’s better to burn out than to fade away!”

*Z14.3 (addition) THE QUICKENING DUE TO SHEEP: Should the Quickening Due to Sheep occur whilst a Highlander SMC is stacked with any MMC of any Commonwealth Highland Regiment (eg Highland Light Infantry of Canada, Queen’s Own Cameron Highlanders, etc) or any regiment, usually but not necessarily of Scottish origin, or defined as such by SSR, such MMC must immediately take a NTC, utilising their ELR as a negative modifier. Should this NTC be passed, the MMC immediately goes berserk and must charge the closest (in MF) sheep counter. Once in the hex with the sheep, the MMC and accompanying Highlander SMC are TI for a dr of player turns.

*Z14.5 VELCRO BOOTS: Velcro Boots are only available after 7/44 to elite Highland Regiments, on a subsequent dr of 1-3. Velcro Boots reduce the TI time of MMC who have go berserk by the Quickening Due to Sheep by half (FRU).

*Z14.32 DYO: Sheep counters have a BPV of 2, purchased in the Fortifications section of the DYO form. For every five sheep counters purchased, the owning player may make a dr. On a final dr of 1-3, the owner receives a Sheep counter (use IL scout counters or hero counters from a different nationality), the dr is modified by the following:

- Elite: -1
- ANZAC: -2
- Russia: -1
- Scenario takes place in pre-1944
- Scenario takes place in PTO: +2

*Z14.33 Sheep have 4MF (6 if stacked with a GO Sheep). Should sheep attempt to move in Movement Phase or Advance Phase without a Shepherd, they are automatically subject to a Straying DR as though Lax. Sheep are attacked (including Residual Fire, Fire Lanes and Mines (EXC: A-T Mines))
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If there are any mistakes, please let me know so I can correct them for the next edition.

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

Author Ian Daglish
Paperback 189 pages (January 2004)
Publisher: Pen & Sword Books / Leo Cooper
Price £9.99
ISBN: 1844150305
a turn early. The Birit start with 9.5 squads and get 9.5 more, along
with 5 Shermans. The Germans get 16 squads at start along with
three guns. The numbers look grim for the Germans but their
objectives are modest and their initial position allows for interdiction
of the reinforcements. 6.5 turns.

Lend-Lease Attack - Another of Ola’s - 3.5 Germans squads and a
pair of Tigers hold off two groups of Russians, each with a
couple squads, a truck, an SU-85 and a pair of gyro stabilised
Shermans. 5.6 turns.

On To Florence - From Richard Weiley, this is set in Italy. 10
Kiwi 458s attack the board 10 town, defended by 7.5 Fallschirmjaeger
548s and Semovente the Tedeschi lifted off their former allies. The
Kiwis get a little help from three Staghound A/Cs. All this takes 6.5
turns.

For A Few Rounds - Scott Holst has 14 Ami squads led by a
10-2, plus four Shermans with a 9-2 AL and a couple gyros, attack
board 3. The German defence includes a dozen crappy squads, a
couple of those triple-tube 20L halftracks, and two ultrasexy
Sturmtigers and their 380mm rocket launchers. Dunno, but anything
with Sturmtigers and a 9-2 in a gyro’d Sherman has to be a look.
6.5 turns.

The Coconut Plantation - The last of the batch, from Murray
McCloskey. A mixed bag of 8 Aussie squads, including walking
wounded, set up right next to three IJA halfsquads. Twenty more
Japanese squads enter randomly on the attack to drive the Aussies
off the only local source of fresh water. Both sides suffer ammo
shortage, but the Aussies at least have a couple modules of scarce
ammo arty. Looks interesting. 6.5 turns.

THE HIGHLANDER
Continued from page 15

on the Vehicle Line of the IFT. There is no stacking limit for Sheep.
*Z14.34 Sheep may NOT be used as Mules.

*Z14.35 Mistaken Attack: The Highlander SSATC (Sheep-
Sighting Attack Task Check) is modified by the following DRMS
(as applicable):

Smoke, Hindrance: as per counter/terrain
Shepherd is not Concealed/HIP: +2

The above DRMs are applied only if the Highlander fails the SSATC
(and therefore does not attack the sheep). If the final, modified
SSATC roll is 12 or greater, the Highlander will go berserk and
charge the shepherd, as per *Z14.31 (addition).

Errata: add to the end of *Z14.33: The presence of Sheep counters
in Road, Forest Road, Wire, Gully, Ford, Bridge, Sewer Entrance
or Rooflokat Locations increase the cost to enter such Location by 1
MF/MP (as applicable) per Sheep counter (EXC: Sheep increase
the cost of moving below a Wire counter as per the above sentence,
not entry of the actual hex).

Dist: AFTER the word “Bridge”, but BEFORE
the word “Sewer”, add “Path”.

ON THE CONVENTION TRAIL

There are more and more *ASL* tournaments cropping up all over the world.
In fact, it is possible to be involved in an *ASL* tournament at least once a
month, often more, if you were so inclined (and had the financial means to
live such a life - I wish!).

If you plan on holding an *ASL* tournament, please let me know and I’ll include
the details here, space permitting.

If you contact anyone regarding these tournaments, please tell them that I
sent you!

MAY

NASHCON 2005
When: 27 – 29 May
Where: Cool Springs Marriott, Franklin, TN. Telephone (615) 261-6100. Room rates are $89.00
per night. – tell them you are with the Nashcon 05 event to get this rate.
Fee: $20.00 prior to 15 May, $20.00 thereafter.
Format: Three days, four or five rounds depending on number of players. Scenarios to be
chosen from a list provided by the tournament director, although alternatives are OK if approved
by the tournament director.
Contact: The Nashcon 05 Committee, 2107 Riverwalk Drive, Franklin, TN 37067. For
convention registration contact Chris Edmonds at edmonds@compuServe.com, for further
details about the event, tournament contact Steve McFrez by email at smcfrez@aol.com. For
further details check the web site at http://www.nashcon.com.

OCTOBER 2005

ASLOK 2005
When: 2 – 9 October
Where: Quality Inn & Suites, 7230 Eagle Road, Middleburg Heights, Ohio 44130. Telephone
440-243-4800. Room rates are $69.00 plus tax for 1-4 occupants (reduced rates).
Fee: $25.00 prior to 15 September,$30.00 thereafter.
Format: Three round Fire Team tournament plus numerous mini-tournaments. Gaming starts
Sunday 2 October and continues to noon on Monday 10 October. There is an informal USA vs
World Cup where everyone keeps track of their games and a plaque is presented to the winning side.
Notes: Medium, large and extra large t-shirts are $10.00 each, double-X-Large are $13.00 each,
triple-X-Large are $15.00 each, quad-X-Large-Tall are $18.00 each. T-shirts are available in numbers
based on pre registration sales so pre-order to ensure you get a t-shirt.
Contact: Bret Hildebran, 17810 Grunga Lake Rd, Chagrin Falls, OH 44023-2208. You can
e-mail him at damavas@alltel.net or telephone him on 440-708-2356. You can also pay at

INTENSIVE FIRE 2005
When: 27 – 30 October
Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202)
355 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £39.00 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: £4.00 (entry is free for those only able to attend for one day). Players pre-registering will
receive a tournament program in September.
Format: Three round Fire Team tournament (two rounds on Saturday, one on Sunday). There
will also be some single day mini-tournaments on the Sunday. Open gaming is available for those
who do not wish to take part in the tournament.
Notes: Prizes are awarded to winning players and the Convention Champion, who is the player
judged to have had the most successful tournament with all games played over the weekend being
taken into consideration.
Contact: For more details or to register contact Pete Phillips, 24 Huggott Close, Leicester,
LE4 7PY. Phone (0116) 266 6894 (evenings only) or email dp@vftt.co.uk.

THE TRENCHES
INTENSIVE FIRE is the UK’s longest running tournament dedicated to the play of *Advanced Squad Leader*. 2005 sees us enter our second decade 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). 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.