

VIEW FROM THE TRENCHES

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SASL CAVALRY - SASL rules for cavalry

THE ATU CLIMB - scenario analysis by Michael Davies

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COVER: a Hungarian Toldi II tank with 40 mm gun.

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

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PREP FIRE

Hello and welcome to the last issue of *VFTT*.

As a bi-monthly magazine. Because most of you can't be bothered to write articles for me (with the honourable exceptions of Michael Davies and Paul Case), I just don't have any material to fill up 20 pages every two months, so in future, *VFTT* will be a 20 page quad-monthly magazine. So the next issue will be for the period May-Aug (and focus on HEROES), while the one after that will be for the period Sept-Dec, and that one will be followed by the Jan-Apr issue (which will focus on INTENSIVE FIRE). With two of the three issues each year concentrating on tournament action, I only need about 24 pages of material per year, as opposed to about 60 pages at the moment, so that should make things a bit easier.

Otherwise my opening sentence could become my last sentence soon

Double 1. My last, best hope for victory.

Pete Phillipps

VIEW FROM THE TRENCHES is the quad-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 67 should be out at the beginning of May 2006.

VFTT costs £2.00 per issue (overseas £4.00), with a year's subscription costing £5.00 (overseas £10.00). 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.vfft.co.uk/vfft.pdf.htm>

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INCOMING

MMP VALOR

With both *Beyond Valor 3rd Edition* and *Armies of Oblivion* now available, MMP have started production work on *Valor of the Guards*, a HASL module covering the September battles for the Central Railway Station in Stalingrad. Inside will be two 22"x32" full-colour mapsheets, three countersheets, three 8" x 11" Player Aid/Roster cards and a rules chapter with all the rules required for both scenario and campaign games. There will also be up to four Campaign Games and 17 scenarios, although the exact number has not yet been determined. *Valor of the Guards* will have a retail price of \$65.

Also in the pipeline for release this year is *ASL Journal 7* and *ASL Starter Kit 3*. *Operations* magazine should also contain ASLSK material in each issue.

Further ahead are plans for *Few Returned*, a scenario pack which will include ASLSK-style maps 18, 42, and 43; two Action Packs, each containing three ASLSK-style maps and 8 scenarios; *Hakkaa Paalle*; and *The Blood Reef Tarawa Player's Guide*.

HOB RECON

Recon By Fire 3 will be a special edition focusing on the Axis Minors. Inside will be 20 scenarios, historical articles on some of the Axis Minors and numerous scenario analyses. An April/May release is planned, with a retail price of \$35.00.



THE TRENCHES

FANATICS IN OBLIVION

Fanatic Enterprises has released *The Oblivion Pack*, which contains 12 scenarios featuring vehicles and ordnance from the recently released *Armies of Oblivion*. As well as Russian vs. Axis Minor scenarios, there are also scenarios featuring Slovaks vs. Hungarians, Slovaks vs. Germans, Bulgarians vs. Germans, Hungarians vs. Romanians, and even the Yugoslavian Armoured Brigade vs. a German/Croatian combined arms force. It can be purchased for \$12/pack, with shipping and handling being \$2.50 (\$5.00 for delivery overseas). Check or money orders should be sent to Paul Kenny, PO Box 644, Haddonfield, NJ 08033. You can also order via PayPal by making a payment to homerclcs11@hotmail.com. Details of other Fanatic Enterprises products can be found at <http://fanaticenterprises.tripod.com/>.

BUNKER SHIPS

Dispatches from the Bunker 22 is now shipping, and as usual contains three scenarios, a scenario analysis of the recent Gurkha scenarios from *Schwerpunkt* and the usual mix of articles and Tactical Tips. Dash for Mt Croce is a tournament sized scenario features American troops against German paras in Italy in 1943, while Jungle Rats sees a British combined arms force trying to smash a Japanese force holding up the retreat north in Burma. The final scenario,

Hamburg on the Lovat, sees a company of Russian infantry with T34 support assaulting cut-off German elements at Velikiye Luki.

Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA) or for \$53.00 (\$58.00 outside the USA) for a complete set. A complete set of issues 1-21 and a subscription for issues 22-25 is available for \$63.00 (\$68.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 1025, Hinsdale MA 01235. Orders may now also be paid via PayPal to PinkFloydFan1954@aol.com. All PayPal payments must add \$1.00 per every \$20.00 (FRU) spent to cover PayPal fees. You can email them at aslunker@aol.com.

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UK RETAILER STOCKISTS OF THIRD PARTY PRO- DUCTS

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.



The Bridge At Cheneux

KGP Campaign Game II

Paul Case

After reading 'An American In Stoumont' by Phillip Swanson in *VFTT 62/63*, it got me thinking about my time at 'Mad Vet Con' back in 1999. I was paired against Pete, in a rendition of The Paddington Bears KGP Campaign Game (from *VFTT 24*) involving all 3 Map-Groups in one big game. A brief summary appears in *VFTT 25/26*, ask Pete about getting clobbered one foggy night in Cheneux!!

There is another reason for writing this, and that is to get some articles and discussions going for *VFTT*, and the good of our hobby. So, feel free to write in, and give your opinions on what I write to Pete (with an article!), and as long as it is constructive, I do not mind. Perhaps one of you could tell me what I did wrong, with your reasons of course. It must have the reasons, as this is

the basis of discussion.

MAP AND DATES

The dates are 20AM -21PM (4 dates in all). What makes this special, is that the dates are the same as the ones used for both Phillippe Leonard's 'KGP IV Above The Prayers' (that appears in Phillippe's 'ASL News 28', Critical Hit's 'Scrounging ASL News' and MMP's 'ASL Journal 3'), and the Paddington Bears 'KGP V Squeezing Peipers Bulge' monster.

This one has the advantage over the other KGP CGs, in that it uses only one mapsheet, thereby making it manageable. The map itself uses the new terrain types we were introduced to on the Stoumont map (Barbed

Wire fences, Slopes, Narrow Streets, Pine-Woods, and Stream-[Pine]Woods/Orchard/Brush hexes) that we do so enjoy. I especially enjoy remembering which woods are which, and the rules for slopes!

Most of the southern part of the map will not be in play, at least until the 21AM scenario. This is when the Americans can use the S29 Entry Area for their big push. The other US Entry Area is A10. The German Entry Areas are HH0 and TT1, with the HH0 one not allowed to vehicles (this being the Viaduct [SSR CG20;P8.4]).

VICTORY CONDITIONS

The Initial Scenario VC could not be simpler, the US must control one LVP at scenario end. This should be no problem for them to do, my feeling is that it will be more than one LVP.

The Campaign Game VC might be a little bit trickier. At the end of the 21PM scenario, the US must control ten LVP hexes (with the bridge at NN6 counting as five hexes, even though it has a 3 in a red circle), or immediately if Hitler's Finest causes (even accidentally) the bridge's destruction. The first part of the Campaign Game VC is different to the other Campaign Games in 'KGP' and 'Red Barricades', and any others I can think of, in that it is not dependant on accumulating LVP at the end of every Campaign Game scenario, but at the end of the last one, which makes the maths easier!

SSRs

All KGP SSRs are in force (naturally!), and the Initial Scenario starts with Very Heavy Mist. So, with a LOS (not LV) of +1 per 2 hexes, maximum visibility is only 10 hexes. There are two Burnt-Out Wrecks on the map, in hexes K10 and GG8. No German vehicle or any mines may set-up in, nor any German vehicle voluntarily stop, change VCA or attempt ESB in bridge location NN6. All the hexes outside the German Set-Up area are considered to be a US Set-Up hex for the purposes of Reserve set-up only (SSR CG7:P8.4).

The Germans can suffer Fuel Shortage (DR>=12 on 20th, DR>=11 on 21st), but this seems unlikely. You might get one or two run out of fuel, but not that many. Of more

THE BRIDGE AT CHENEUX
ASL SCENARIO KGP 7

CHENEUX, 21 December 1944: By the afternoon of the 21st, Col. Tucker had ordered the 3rd Battalion of the 304th Parachute Infantry Regiment to assist the 1st Battalion in its attempt to capture Cheneux and the bridge over the Ardennes. Company G entered the western end of the Durbionville village to relieve the exhausted remnants of B and C Companies, while Companies H and I made a wide flanking movement along the high ground to the south of Cheneux, then moved to push north through Minotier to leave the Germans away from the bridge.

MAP-GROUP CONFIGURATION:
BALANCE:
+ Add Five SS Positions to the German CG.
-12 Units into S-5-8 and one LMG from the German CG.

TURN RECORD CHART
GERMAN Sets Up First (20A)
AMERICAN Moves First (20B)

1	2	3	4	5	6	7	8	END
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Elements of Battalion G, 95-Paraschirmjäger Regiment 2, and of Flak-Sturm Abteilung 64 (SSR-2) set up west of hexes 27 to hexes numbered 0-11. (SPAN 4)

Elements of Company G, 3rd Battalion, 304th Parachute Infantry Regiment (ELR-2) set up west of (Libertine) hexes 80-94-Y20. (SPAN 2)

Elements of Companies H and I of the 304th set up in hexes numbered 1-17.

SPECIAL RULES:
1. Use KGP SSR. Weather is Heavy Mist, time of day is PM (SSR KGP1).
2. Place no German setup, each player places four Battle counters in general level Building Locations (Falling Shelter is NA). Alternate placement of these counters, one at a time, commencing with the German player. No Battle counter may be set up adjacent to another.
3. Place a Burnt-Out Wreck counter in hex GG8.
4. No German vehicles may set up, nor voluntarily Stop or attempt ESB, in bridge location NN6.
5. The Germans suffer from Ammunition Shortage (A18.11E).

APPENDIX: Rules for fire and visibility, and close combat with the German (SSR-2), contained in Cheneux throughout the day. The unnumbered SS position procedure apply, however, but the combined effects of the three French paratrooper companies clearly forced them to give ground and avoid the all-important bridge. Finally, at about 1700 hours, the fire extinguishers prevented both sides to walk unobserved their remaining heavy equipment and supplies to suitable northward, thereby causing the railway viaduct to the east side of the Ardennes. Peiper's bridgehead was eliminated, at a cost of over 200 casualties on each side. Companies H and I of the 109th were later awarded a Presidential Unit Citation for their valiant efforts in the capture of the village and the River at Cheneux.



concern to the Germans is the problem of Ammo Shortage, with a Final DR>=12 and a +1 DRM for every scenario completed after 20AM. If you throw like me, it will be an issue, as on the 21PM scenario it will be a DR>=9 (assuming the other three scenarios were played), and one of the downsides of it is no FireLanes.

CPP TABLE

Date	German	American
20N	35 (28)	40 (33)
21AM	35 (28)	65 (58)
21PM	25 (18)	10 (3)

Figures in brackets are after an average Replen DR of 7 has been factored in. It could be higher or lower, depending on the DR (the higher the roll, the lower the amount!).

The Germans are level, with a dip at the end. But the US have a large advantage on the 21AM scenario, and advance-and-consolidation on the 21PM scenario.

GERMAN

My initial forces and purchases can be seen in table 1. My force is Full-Strength (should be, as only a DR of 12 would cause the Infantry to be Depleted (vehicles are unaffected because of the -1 DRM for vehicles), but the leaders could of been better (2x 8-1 in the front-line, and 1x 9-1 and 1x 8-0 in Reserve).

Set-Up area is North East of line G1-G14-CC25-TT25 (that last one is where the Turn Record Chart is!), with the hexrows on/west of hexrow V having a maximum of one vehicle (and all it's PRC) OR one MMC (and all SMC/SW stacked with it) *per hexrow*, and each entrenchment must contain at least one German MMC, though the entrenchments on/east of hexrow W do not have too! My Reserves must be set-up at least 8 hexes from any possible US set-up hex (see above).

The reason I have bought 2x SS Inf Ptns and a SS MG Ptn in Reserve is that they are 3 CPP's cheaper than On-Map Standard Set-up, and also, I doubt I shall need them until late in this scenario, and probably not till the 20N scenario. At which they can set up as normal. The '?' are used as dummies, and I could of done with more mines, but only 30 FPP of mines allowed per scenario purchase. I have decided not to make the SS Fanatic this scenario because, with the US getting 65x CPP on the 21AM scenario, I think I will need it then. My one Attack Chit will be used on the 20N scenario for the standard reasons.

In future CG Dates, I will have the following options:- 4x SS Inf Ptns, 1x SS PG Ptn, 1x SS MG Ptn, 1x SS PG HW Ptn, 1x Staff Car Sect (Kubelwagen), 1x Amphib Car Sect (Schwimmwagen), 1x Sd6/2 Sect, 2x Sd7/1 Sects, 1x SPW 251/21 Sect, 1x 2cm FlaK LKW Sect, 1x Inf Gun Sect, 1x ART Sect, 1x AA Sect, 1x Bn Mtr OBA, 1x Hy Arty OBA, 8x Fort, 3x SAN increase and 1x Pz Sect (either PzIV, PzV or PzVIB).

Mines

Why stick them in L10? Well, as I said earlier, the Amis will no doubt get more than one LVP hex, so, why not make him pay for the hex! Also, it makes him a bit wary about where you have put the other mines (if you purchased any more), the whole idea is to create a bit of Fog Of War. It also puts a smile on your face, you smug sod! Hopefully the (half)squad has broken whilst going into the building, and if you have a unit next to it, it has the nasty choice of Routing out (another mine attack!) or dying for failure to rout. The ones in O10 are defensive, helping to protect P9, and catch an unwary Yank in the process. Those in R8 may seem strange, but the hex provides cover to the attackers from V10 and S10, so why not leave a little surprise!

Roadblocks and Foxholes

The RdBlk in O9/P8 blocks the Paved road while providing no benefit to the Amis taking P9, as does the one in K10/L9 to anyone attacking L10, while still blocking the Paved road.

Whilst three of my Foxholes are used to provide cover to the SS, the other 6 are used to make a type of Front-Line for the next scenario. Hopefull, they provide no helpful benefit to the Paratroopers if, and when, they are captured.

Vehicles

What are those LKWs doing out there? Simple really, they will drive to hexes Z28 and either Z26 or Z27, making sure that their VCAs are facing east and their TCAs are facing west, so as to deny the Amis any Foxhole-digging locations, and to make any S29 Entry Area Yanks lose their concealment. They are also a (hopefully) fast retreating speed-hump, retreating to the Monceau village, or towards Cheneux (aka Town).

The ones in T8 and U9 give their fire support to the defence of P9, then moved back to Town. Y6 is there to help prevent the 'North Map- Edge Creep', while CC8 is to help with the defence of the Town. The two in EE9 and FF10 are just 'Back-Stops' should they be needed, also using their main training to provide FlaK defence if the mist clears, and those pesky Ami Jabos appear.

Infantry

I will deal with this section by Inf Ptns, with the HMGs and MMGs as they coincide with the grunts.

No.1 Ptn:- This is the trip Platoon, who's job it is to prevent the Amis from getting too far down the road towards Town. L10 is protected by a 348 w/Psk and a 658

Table 1: German Initial Forces And Purchases

Initial Forces

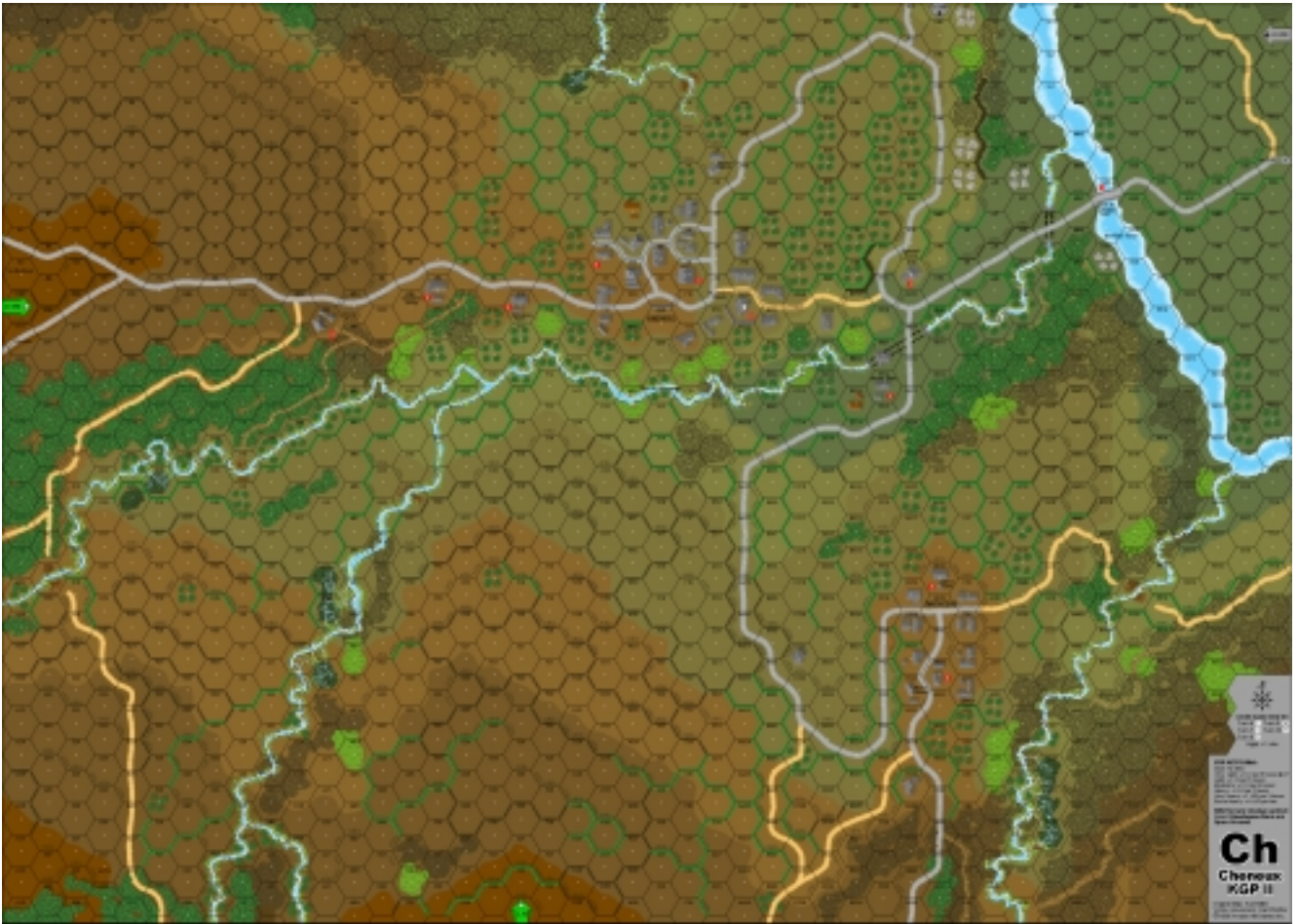
SS Inf Ptn:- 3x 658, 1x 8-1, 2x LMG, 1x Psk (No.1 Ptn)
 SS Inf Ptn:- 3x 658, 1x 8-1, 2x LMG, 1x Psk (No.2 Ptn)
 SS MG Ptn:- 4x 348, 2xHMG, 2x MMG
 AAht Sect I:- 2x Sd10/4
 AAht Sect I:- 2x Sd10/4
 AAht Sect II:- 2x Sd6/2
 AAtr Sect:- 2x 2cm FlaK LKW
 1x Road-Block

Purchases – 35x CPP

1x SS Inf Ptn:- 3x 658, 1x 9-1, 2x LMG, 1x Psk (Res) (No. 3 Ptn) 9
 1x SS Inf Ptn:- 3x 658, 1x 8-0, 2x LMG, 1x Psk (Res) (No.4 Ptn) 9
 1x SS MG Ptn:- 4x 348, 2x HMG, 2x MMG (Res) 12
 4x FPP * 4
 34

Leaves 1x CPP carried over for the next scenario (20N)

* 1x Road-Block
 3x 6AP Mines
 9x 1Sqd Foxholes
 2x 1Sqd HIP
 11x '?'



w/LMG, which should see some Amis being harmed by the mines. The O3 348 w/MMG in a foxhole and the accompanying 348 in N2 are their to stop a boarded creep, and

hopefully to provide a FireLane to O11, after which they will hightail it back to Town. P9 is defended by the 8-1/658 w/LMG team in a foxhole in P10, keeping up the scam that

L9 is mined. When it looks likely that their job is done, they will fall back to the S10 strongpoint, with the MMG and HMG if they are still alive. The 348 w/MMG in R10 will either advance to Q10 or to S10, joining with the HMG already there. I expect this Platoon will take heavy casualties, so after S10 anything left is a bonus.

No.2 Ptn:- This is my Town Defence Platoon, and as such, will not venture out of Town. The 348 w/HMG in V10 will provide a firelane (if needed) out to the mines in R8, and hopefully will be joined by the remaining boys from No.1 Ptn to help them with self-defence. The 8-1/658 w/LMG in W9 moves to V9, the 658 w/LMG in W8 moves to V8 and the 658 w/Psk in X7 moves to V7.

No.3 Ptn:- The first of my Reserve Platoons, this one led by the 9-1. The job of Mr 9-1 is to get with the 348 w/HMG/ 348 w/MMG combo in Z5, which he will do as soon as he can, possibly joined by his 658 w/LMG boys that he starts with in Y7. The 658 w/Psk in X4 will either stay there or move to help his buddies. The 658 w/LMG in AA8 stays there as a retreat-coverer should this be necessary. The 348 w/HMG/348 w/MMG in Y11 plan to anchor the southern part of Town, but if necessary, will go to the east to prevent being taken out unnecessarily.

German Set Up

HEX	Units	HEX	Units
H11	2x '?'	Y6	Sd 10/4 (VCA:AA6;TCA:W6)
J11	3x '?'	Y7	Cloak 'B' (9-1, 658 w/LMG)
L9	RdBlk (L9/K10)	Y9	Dummy Cloak
L10	6 AP Mines	Y11	Cloak 'J' (348 w/HMG, 348 w/MMG)
L11	348 w/Psk	Z5	Cloak 'K' (348 w/HMG, 348 w/MMG)
M11	658 w/LMG (HIP)	Z10	Dummy Cloak
N2	348	Z14	Cloak 'E' (348 w/Psk, 348, Foxhole)
O9	RdBlk (O9/R8)	AA8	Cloak 'C' (658 w/LMG)
O3	348 w/MMG, Foxhole	AA9	Dummy Cloak
O10	6 AP Mines	AA10	Dummy Cloak
P10	8-1/658 w/LMG, Foxhole (HIP)	BB18	Foxhole
Q10	3 x '?'	BB23	Foxhole
R8	6 AP Mines	BB25	2cm Flak LKW (VCA;TCA: CC27)
R10	348 w/MMG	CC8	Sd 6/2 (VCA:EE8;TCA:AA8)
S10	348 w/HMG	EE9	Sd 10/4 (VCA:FF7;TCA:DD10)
T8	Sd 10/4 (VCA:V8;TCA:R8)	FF10	Sd 10/4 (TCA:HH10;TCA:DD10)
U9	Sd 6/2 (VCA:W9;TCA:S9)	FF17	Cloak 'F' (8-0, 658 w/LMG)
V10	348 w/HMG	FF25	2cm Flak LKW (VCA;TCA:EE27)
W7	3x '?'	GG16	Cloak 'G' (658 w/LMG)
W8	658 w/LMG	HH14	Foxhole
W9	8-1, 658 w/LMG	HH15	Dummy Cloak
W11	Foxhole	LL12	Foxhole
X4	Cloak 'A' (658 w/Psk)	NN17	Dummy Cloak
X7	658 w/Psk	OO18	Foxhole



No.4 Ptn:- This Platoon is the south watch Platoon, and their job is to guard Monceau and the south/southwest approaches to the Town and Bridge. I doubt they will be needed before the 21AM scenario, but they will provide a fighting withdrawal towards the north. The foxholed guys (348 w/Psk, 348) in Z14 cover the main road into Town from the south, with the 348 venturing towards the southwest should the need arise. The 8-0/658 w/LMG in FF7 will move to Pirons House (GG22), and the 658 w/LMG in GG16 moves to Gillets House (II22), either this scenario or at night, most likely at night, ready for any wondering Amis.

All this set-up does, is hopefully to provide me with a decent chance to win the next scenario, as I doubt I shall win the Initial one. Also, preventing the Amis from getting too large a set-up area, with causing him some (a lot) of casualties.

Panzerfausts and ATMMs

The total PFs are one and a half times the number of squads (FRD), and do not forget those ATMMs if you get the chance to use them!

Cloaking

This is the main thing that I found out about while doing this piece, having only played one CG before. Basically this means that for each MMC or vehicle that the German (in this CG) purchases in Reserve, he can have a Cloaking counter, and for each RG he purchases in Reserve, he gets an additional Cloaking counter. Therefore, with my two SS Inf Ptns and my SS MG Ptn, I have a total of 13 Cloaking counters, but by Deploying a 658 into 2x 348s I actually got 14 Cloaking counters, not bad, eh! These are 1/2 inch '?' of a Nationality not in play (for this article, I used the black SS ones!).

HIP

All entrenchments, mines and Roadblocks are HIP, with the mines losing theirs on a successful attack, and the entrenchments and Roadblocks on LOS. The 658 w/LMG in M11 and the 8-1/658 w/LMG in P10 will hopefully catch the American by surprise (doubtful) and cause some casualties (especially the M11 team). That is why there is no HIP in Town.

AMERICAN

Again my initial American forces and purchases can be found in table 2. As with the Germans, I shall tell you what I have left to purchase in the remaining CG Dates:- 10x Para Inf Ptns, 2x Med Mtr Sects, 2x TD Sects, 1x Jeep Sect, 1x AT Ptn, 2x Bn Mtr OBA, 1x Med Arty OBA, 1x Bombardment, 10x Forts, 3x SAN Increase.

Panzerfausts

The one of note for the US is that they may use PF without Captured-Use Penalties, and the number of PF TH DR may not exceed the number of non-Engineer 747 squads in the US OB (KGP15).

SPW 251/9

As per SSR II5, it is manned by a US vehicle crew (126), and captured-use penalties apply. But for this crew, all are reduced by one (except; ROF is still 1). MA/ Immobilisation repair attempts and optional MG are not allowed, and this thing has also got Red MP penalties. This vehicle is the only armoured support that my boys will have, so I hope it does some damage to those Krauts before being put out of action, by whatever cause.

Entry

Being as my first turn entrants are my

initial 3x Para Inf Ptns and the SPW 251/9, they will enter as such:- No.1 Ptn on A8, No.2 Ptn on A11 and No.3 Ptn on A6, with the SPW 251/9 coming on at A8. This force will fan out, a) to see what Germans are around and b) to start the attack, where favourable. No.1 Ptn and the SPW will move down the road towards L10. No.2 Ptn will move along the '11' hexrow, tripping any sneaky Kraut ambushes from the trees. No.3 Ptn will head for the woods around M2.

On turn 2, my jeeps and 2 more Ptns (Nos. 4 + 5) enter with the jeeps hopefully able to exploit any gaps in the German defence. Nos. 4 and 5 Ptns will join the attack around the L10 building. I should have the L10 building by the end of turn 2 or 3, giving me a scenario victory. While this is important, my main purpose is to get as far into the Town as I possibly can, thereby aiding my attack tonight. The unit I pick to capture L10 will be a 337, just in case those SS pigs have done the dirty by mining the location, same with P9. My attack will proceed on a broad front, heading in the general direction of the Town, taking advantage of any Kraut misfortunes that come my way.

No.3 Ptn will continue along the Northern woods towards Town, making the SS spread a bit thinner than they would like. Hopefully, this Platoon will be proving a headache for the Krauts on the 20N scenario and, especially, the 21AM scenario if they are still alive.

A little note about jeeps is in order here, they can use Paths like Dirt Roads, so there is a possibility of a sweep around a German position sometime in the game. Just something to keep in mind, as it may prove useful later in the CG.

LATER ON

Hopefully, this attack plan will get me into Town by the 20N scenario (I would be surprised if it did not). In that scenario, I would buy both TD Sects ready for the Big Push in the morning. Also for the night scenario, I will purchase 3x Para Inf Ptns, 1x SAN increase, and possibly a Bn Mtr OBA. If the OBA is bought, then possibly only 2x Para Inf Ptns will be bought, depending on how the Replen DR falls. The OBA being mainly for illumination, with an attack if I can. Any CPP left, I would consider Recon.

In the 21AM scenario, the scenario maximum of 5x Para Inf Ptns will be bought (thats only 40 CPP), the Bombardment (8 CPP) and the Med Arty OBA (again 8 CPP). The Med Arty OBA will be left out if the DR is against me, but with an average DR of

Table 2: American Initial Force and Purchases

Initial Forces	
Para Inf Ptn:- 3x 747, 1x 337, 1x 8-1, 1x MMG, 1x M2 Mtr, 1x Baz45 (No.1 Ptn)	
Para Inf Ptn:- 3x 747, 1x 337, 1x 8-0, 1x MMG, 1x M2 Mtr, 1x Baz45 (No.2 Ptn)	
Para Inf Ptn:- 3x 747, 1x 337, 1x 7-0, 1x MMG, 1x M2 Mtr, 1x Baz45 (No.3 Ptn)	
SPW 251/9 (Captured)	
Purchases – 24x CPP	
1x Para Inf Ptn:- 3x 747, 1x 337, 1x 8-0, 1x MMG,	
1x M2 Mtr, 1x Baz45 (No.4 Ptn)	8
1x Para Inf Ptn:- 3x 747, 1x 337, 1x 7-0, 1x MMG,	
1x M2 Mtr, 1x Baz45 (No.5 Ptn)	8
1x Jeep Sect:- 2x Jeeps	2
1x SAN Increase	3
	21
Leaves 3x CPP carried over for the next scenario (20N)	

7, I should have enough. That's roughly the plan, whether it works or not is a completely different ball-game.

BEYOND VALOR 3rd ED

What's Changed

SHORT NOTE

Those of you who read about Pete and me at 'Mad Vet Con' will notice that Pete's purchases were different to mine. While Pete purchased a TD Sect in the Initial scenario for our game, that is not possible in this CG. For some reason, the 'Paddington Bears' allowed the TD Sect to be purchased, altering the play balance of this CG. Whether that was intentional or accidental, I do not know, but it does make it a bit easier for the 504 PIR. So, instead I increased my SAN to 3, hopefully catching a few more unwary Krauts. This left me with 3x CPP to carry over to the night scenario.

CONCLUSION

I hope you have enjoyed this article, and it has inspired you to do a bit of writing of your own. Whilst I do not profess to being an expert on this game, I feel that I have contributed to our hobby by putting my money where my mouth is, so to speak. This is a bit different to my usual stuff, and I feel, a bit more rewarding. While I have concentrated on the Defender in this article, it is only because the Attacker bases his/her plan on what the defence looks like, and then proceeds accordingly.

Beyond Valor 3rd edition contains 24 scenarios that are playable with what is in the box. Scenarios 1-10 are the ten original *ASL* scenarios, published in the first and second editions of *Beyond Valor*. Scenarios 123-136 were previously published in other out of print venues (*The General*, *ASL Annual*, or *ASL Journal*) and are being renumbered with their inclusion in *Beyond Valor*.

Previously identified errata have been incorporated, and some Victory Conditions and Scenario Special Rules have been reworded slightly for clarification. Five of the latter group have been changed to improve play balance and are annotated as updated.

- # 123 The Borders are Burning (previously published as A10)
- # 124 On the Borderline (previously published as A16)
- # 125 First Crisis at Army Group North (previously published as M and now updated)
- # 126 Commando Schenke (previously published as A80 and now updated)
- # 127 Land Leviathans (previously published as Q)
- # 128 The Defense of Luga (previously published as W)
- # 129 Slamming of the Door (previously published as A7 and now updated)
- # 130 Debacle at Korosten (previously published as A106)
- # 131 The Penetration of Rostov (previously published as A17)
- # 132 Hill 253.5 (previously published as T7)
- # 133 Block Busting in Bokruisk (previously published as J8)
- # 134 Counterattack on the Vistula (previously published as A21 and now updated)
- # 135 Acts of Defiance (previously published as A68)
- # 136 The Agony of Doom (previously published as A8 and now updated)

Below are the official errata that have been incorporated into the five scenarios that have been updated in *Beyond Valor*. The scenarios are listed by their old number, with the new number shown in parentheses.

M First Crisis at Army Group North (125): increase the game length by one turn and add one 447 and LMG to the Russian OB.

Ω

A7 Slamming of the Door (129): revise the circled numbers in the Turn Record Chart for the turn of entry of the German reinforcements and their relationship to the VC — circled numbers are now "2" in turn 2, "4" in turn 3, and "6" in turn 4, and the number of CVP the Russians must amass is increased by the circled number of the turn of entry of the reinforcements.

A8 The Agony of Doom (136): in the VC, changed "5 multi-hex buildings" to "4 multi-hex buildings".

A21 Counterattack on the Vistula (134): in the VC increase the German CVP cap from 19 to 24 and in the German balance increase the German CVP cap to 29.

A80 Commando Schenke (126): add one 4-4-7 to the Russian OB and decrease the German SAN to 2.

Ω



Armies Of Oblivion: First Impressions



Box and lid. The box is a 3-inch. The background color is feldgrau btw, not the garish green seen on the pre-order page. I think the Pentland painting looks great.

Scenarios 111-121. One (116, Pete Shelling's "The Sixth Blow") occupies two card sides, so there are eleven scenarios total. Detailed analysis will have to wait, but these are big, meaty scenarios, all 8-11 turns with the exception of one. This ain't Schwerpunkt stuff.

Rules pages:

- H143-172 (nationalities covered include Romanian, Hungarian, Slovakian, Croatian, and Bulgarian).
- A51-61 (revised).
- D21-25 (revised).
- S27-33 (revised).

Axis Minor Generation and Random Event tables for SASL (two cards).

3 overlay sheets, including the board-length river as advertised. Also woods and hills.

6 countersheets, four 5/8-inch and two half-inch. Hungarian units are outlined in German feldgrau, a la the Chinese. Besides all the Axis Minor stuff, there's a half sheet of errata counters for other modules, including FKaC, Yanks, BV2. Plus some assorted Russians and a couple of AFVs (like the Sturmtiger) that were already introduced elsewhere.

AoO sheet 1, AoO sheet 2, Axis Minors Ordnance, Axis Minors Ordnance & Errata, Hungarian AFV & ORdnance, Axis Minors AFV

Boards 48, 49, 50, 51.

Photos courtesy of Steve Petras (top) and Matthew Kirschenbaum (below).



Driving To Oblivion

A Brief Guide To The Vehicles Of Germany's Balkan Allies

Hungary

In 1939, the two motorised units of the Hungarian Mobile Corps were equipped with a total of 65 Ansaldo tankettes (CV-33s purchased from Italy), 95 38M Toldi light tanks (a Hungarian version of the Swedish Strv m/33, also known as the Strv L60), and a number of Csaba armoured cars. The Corps performed well in the opening stages of the war against Russia, reaching the Donets in October, but by the end of 1941 most of the vehicles had been destroyed.

Hungarian troops were sent into Russia in 1941 to support the German invasion, and dispatched the Second Hungarian Army to the front in late 1942. But for the most part, the Hungarian government tried to avoid committing troops to combat and offered the Germans access to Hungarian industry instead.

In Spring 1942 the Corps was re-organised as the 1st Armoured Division and equipped with a total of 83 PzKpfw 38(t)s, 22 PzKpfw IBs, 2 Toldis, and a handful of PzKpfw IIIs, PzKpfw IVs and Csaba armoured cars.

Disaster struck the Hungarians south of Voronezh during January 1943. Soviet armoured forces smashed the Hungarian divisions, which had little anti-tank capability. Of the nearly 200,000 men in the 2nd Army, only 70,000 returned. Of the army's 200 armoured vehicles, six were recovered, and of its 390 artillery pieces only five light howitzers remained. Tens of thousands of rifles and thousands of machine guns also disappeared. Most of Hungary's modern military equipment had been lost.

In mid-1943, the 1st Armoured Division was rebuilt and it, along with the newly raised 2nd Armour Division was equipped with a mixture of Turan I and IIs (a Hungarian development of the Czech LT vz 35, the

latter fitted with a modified turret carrying a 75mm gun). At the same time eight assault artillery battalions were raised, two being equipped with some 70 Zrinyi assault gun (a 105mm howitzer mounted on a widened Turan chassis, although four were fitted with a 75mm anti-tank gun), the rest with StuG IIIs. Between October 1944 and January 1945 100 JgdPz 38(t) were also supplied, while Second Armoured Division actually received a platoon of Tiger tanks in 1944.

Romania

At the outbreak of World War Two Romanian armour was concentrated in the 1st Armoured Regiment, which was equipped with the R-2 (the Czech LT vz 35, of which 126 were purchased), and the 2nd Armoured Regiment, which was equipped with the R-35 (41 having been purchased from France. These were later supplemented with 34 Polish R-35 handled over by the Germans following the occupation of Poland). The R-2, although the same as the German Pz35t (both were the Czech S-IIa) were slightly faster than the German version, as they had been returned to the factory just before the war to receive new engines.

Romanian tankers liked the rebuilt R2, but needed more firepower. Romania coveted another Czech design, the T-22, which they would have named the R3. This tank had a 47 mm gun and better performance all around, but the German occupation of Czechoslovakia quashed the deal. In 1941 Romania still had a battalion of Renault FT-17 tanks from the First World War in service; as they had only been refurbished in 1937 no one wanted to scrap them but the Romanians knew enough to keep them out of combat!

In 1940 the 1st was combined with the four motorised battalions of the 3rd and 4th Rifles and the 1st Motorised Artillery Regiment to form the 1st Armoured Division. Following the capture of Odessa, the 2nd Armoured Regiment was relegated to a training role, while the 1st Armoured Division was refitted, returning to the front line in August 1942. To support the obsolete R-2s, the Germans supplied ten PzKpfw III N and ten PzKpfw IV F1 in October, but even with these the division was almost wiped out around Stalingrad in November 1942, losing most of its equipment.

The division was rebuilt afterwards and returned to action in the summer of 1944, equipped with some 90 PzKpfw IV H, a number of StuG III G, assorted Tacams (a mixture of captured Soviet T-60s and R-2s fitted with a Soviet 76.2mm AT gun) and SdKfz 222s. One of its motorised battalions was equipped with SdKfz 250 and SdKfz 251 half tracks. In August 1944 the 8th Motorised Division was converted to an armoured division (and known variously as either the 8th or 2nd Armoured Division) and equipped with 60 AFVs of assorted types.

Bulgaria

Despite being a German ally, Bulgarian forces engaged in little combat alongside the Germans during the war, being content to take part in anti-partisan actions in territories annexed from Yugoslavia and Greece. However seven divisions did take part in the invasion of Greece under German command, operating in western Macedonia and Serbia. The Bulgarian Army had 21 divisions of infantry and two of cavalry, along with an armoured brigade equipped with ten PzKpfw 38 and a few PzKpfw IVC supplied by Germany.

In September 1944, with Russian troops approaching her border, the existing government was overthrown and a new government allied itself with Russia. German forces were pushed out of Bulgaria and Bulgarian units in Serbia, Macedonia, and northern Greece took up arms against their former allies. Thereafter three armies, the 1st, 2nd, and 4th (consisting of nine infantry divisions, one cavalry division, and one armoured brigade) fought against the Germans retreating across Macedonia and Serbia.



The Hungarian Nimrod AA vehicle.



Mountain troops posing on a T-38 tank.



The Hungarian Turan tank.



A Hungarian Toldi tank.



The Hungarian Zrinyi assault gun.



A column of Zrinyi assault guns on the move.



R-35 tanks in Romanian service, 1941.



Romanian R-2 tank from the 1st Armored Division at Stalingrad



TACAM T-60 parade thru Bucharest, 10 May 1943



A newly-delivered PzKw IVH. Like almost all German vehicles supplied to Romania, this one arrived in 1944 needing repairs.

THE ATTU CLIMB

Michael Davies

I am a big fan of the *Schwerpunkt* scenario packs, for a reasonable amount of money you get twelve scenarios that have been thoroughly play tested along with analysis and one or two well written articles covering ASL tactics or real world history. Mostly I'm drawn to the Eastern front scenarios, although will dip into anything else that has something eye catching or different. Last year I picked up *Schwerpunkt 9* at HEROES and noticed 'SP100 The Attu Climb' looks at some of the fighting on the Aleutian Island of Attu in 1943. The scenario takes place over truly desolate terrain roughly in the middle of the pacific between Russia and mainland Alaska. Climbing rules are important, the scenario includes Japanese mostly outside of Concealment terrain and to clinch it there is a Lieutenant Davis in command of the Yanks.

Attu was invaded by a Japanese task force in 1942 as a distraction for the attack on Midway. The Imperial Navy hoped to draw the American fleet north for long enough to capture or at least attack Midway then destroy enemy naval units as they arrived. Due to US naval cryptographers the Yanks understood the attack on the Aleutians were almost certainly a feint, and instead concentrated their resources to defend Midway. A hard fought naval battle saw a resounding American victory, with landings by the Japanese at Attu and nearby Kiska Island. The Americans decided to leave the garrisons there alone, taking over 12,000 Japanese troops out of the action for nearly a year.

In 1943 an American and Canadian task force was formed to retake both islands. Attu was assaulted mostly by the 7th US Infantry Division. Kiska was heavily bombed and assailed by over 30,000 Allied troops. After a week of fighting and some casualties it was realised the defending force comprised

two dead Japanese soldiers and a small pig, the rest had been evacuated before the landings.

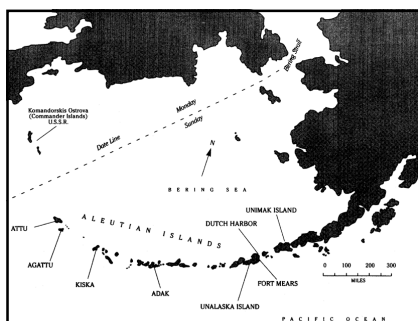
Historians have debated the merits of allocating large forces to retaking the islands. Undoubtedly Allied morale was improved by both operations, both sides fought valiantly and eventually the Attu garrison would have died in defence of another Island if relocated.

JAPANESE SET UP

In this scenario both sides are attacking. The Americans must take some high ground and you must stop them. Only level three or four hexes less than or equal to four hexes of P5 matter. Point 733, a level four in hex O5 is likely to be occupied by American troops on turn one. A large level three plateau is formed by M5, M4, M3 and N3, one of these will contain a squad, other units are climbing up cliff edges. In front of point 733, P5, Q5, Q6, R5, R6, S5, S6 and S7 are all at level three. It's just possible an American unit will move forward into these hexes to give their positions more depth. At the game end any American troops not in these areas don't count towards victory. You get some help from the restriction on American units being Good Order. Broken, berserk, and units in melee are not Good Order, nor are eliminated units! This can make for a close game. Close combat is never certain, you gain a slight edge as a drawn and continuing melee ensures there are no Good Order American units in the hex. A berserk unit help if it charges out of high ground on turn 4, isn't so welcome if it eliminates one or more of your units then returns to Good Order status. Broken US units need careful treatment. On the fourth turn think carefully before you attack them. If you attack a broken unit causing a morale check, there is a finite risk of that unit battle hardening and returning to the fight as a Good Order unit, perhaps with improved morale and if you are very unlucky an accompanying hero who himself counts as a Good Order unit. If there are other American units in the same Location, you can legitimately claim bad luck, it is a mistake to just fire at a broken unit on its own just because you can. Similarly don't expend effort neutralising berserk units without a good reason. Apologies for going on a bit, in a scenario with a tiny OB you don't want to lose by mistakenly hammering units

that don't count towards victory. Japanese casualties don't matter too much. Breaking all your support weapons by bad luck, or intensive/sustained fire isn't a worry. Within certain limits your own troop losses just don't matter. There is no virtue in throwing away troops, you should aim to finish the game with less troops of lower quality than your initial OB. To recap, you must drive Good Order Yanks off level three or four hexes within four hexes of P5 to earn a win.

We'll look at terrain again later, first a closer look at the US troops. Basic American squads are elite 6-6-7 squads with a broken side morale of 8. They can use assault fire, have a good inherent smoke number of three. Firepower is impressive. Each squad can project 6 FP out to six hexes range, and 2 FP to twelve hexes. Close up point blank fire merits a 12 FP attack and triple point blank fire vs. same hex opponents is effectively 16 FP. Fortunately most of the Yanks are climbing at the game start, so you don't come up against 36 FP immediately! Close up FP factors give the Americans a chance in close combat and near parity in hand to hand. Ideally you should aim to be the attacker in close combat, declare hand to hand for a short fight likely to result in a straight exchange of units. One problem for the Yanks is their firepower tends to be concentrated. Without spraying fire a defending unit can make two fire attacks, perhaps more if Final Protective Fire is used. Against a lone unit you can charge with three units and expect one to arrive unscathed if they are able to approach from different directions. Units with spraying fire can protect themselves by splitting their firepower to obstruct movement, only the American machine guns can attempt this, by causing small clusters of intensive fire counters. In this scenario the Yanks can't do this with their squads. On balance the enemy firepower is very good. They also gain some advantage from range, being able to project fire to twelve hexes (480 metres), which might allow for long range fire against your reinforcing infantry or shots at your support weapons teams. More problematical are attacks at six hexes or less. You will have to cross this fire beaten zone. Optimise your survival chances by using any available cover, smoke (and WP), and controlling the range, specifically try to be shot at beyond six hexes, or beyond one hex if you get the option. The weakness of Ameri-



can squads generally is their morale. Here the 7th Infantry Division are an elite units with a morale of seven, and ELR of three. 1st line squads with a morale of six would struggle to defend against you, conversely eight morale squads would be resistant to fire, rally quicker and generally stand against you better. Working with what you have to, expect to break an enemy unit shy of half the time, every second or third morale check should break a unit, with an occasional ELR replacement, or odd kill or casualty reduction result. Although you will be likely to be charging towards the Yanks do take those advancing fire shots, breaking a unit or better really matters with only four and a half squads in play. Broken enemy units are a tad tougher. Eight morale units are likely to pass morale checks and can rally very, very quickly. A doomed looking broken squad can dust itself off and return to dish out serious damage. Try to keep broken units that way. An adjacent unit is a sweet way to achieve this, use white phosphorous, and fire attacks to keep DM status, or keep units in position to keep troops in the open subject to it. Keep in view if your MG/Mortar break and your advancing infantry are at lower elevations the Yanks can lose DM status and rally quickly.

American leadership comprises a 9-1 and 7-0 Leader. Both can count as Good Order units at the game end to prevent a victory. During play they are effective combat units. The 7-0 improves the effectiveness of fire combat by negating covering, he will help rally troops and can help out in close combat. The 9-1 is more effective. A -1 modifier to fire attacks is fantastic in open ground or low TEM terrain. For example look at the 6 FP column on the IFT. An unmodified attack results in a morale check on a seven or less, and serious damage for a two or three. If modified by movement in the open a four or less is worrying, modified for Leadership a five or less will cost you at least half a squad. If you can neutralise the enemy 9-1 by fire combat or a sniper attack enemy fire combat becomes less effective.

Mr 9-1 is a nuisance, it doesn't help that he starts the game with one of the two dismantled Browning .30 machine guns the enemy are equipped with. Both machine guns can use spraying fire, have rate of fire, extremely long range, and good breakdown/repair numbers. It does help that these weapons are dismantled and have to reach the top of a cliff before they can be assembled and fire. Ok a couple of 4 FP attacks doesn't seem like a lot, perhaps I'm just flapping, but in a game of just four turns it strikes me as worth thinking about. More happy thoughts about the machine guns. Well they might break or you might capture them and may as well take

shots with them yourself. Fire lanes are a bit tricky. Due to elevation there are not many places the enemy can site these easily. The exception is on the M4 plateau. A weapon in M3 makes movement more difficult.

Don't worry about the Yanks digging in. Ground snow makes this much harder with a +2 modifier. The rolls needed would be awesome fire attacks, be puzzled if the enemy climb then immediately start to dig. You could see some smoke, perhaps white phosphorous grenades in an unusual tactical situation. For example a squad moves from M2 to M3 or N3, to use assault fire against a unit in N4 and tries for smoke to cover movement or to drop WP on for a free attack and some cover. Overall the Americans are gifted with long range and good firepower, adequate Leadership, effective support weapons and fair morale. Their

ability to cross fire swept ground at speed. Like all troops a strong enough modified attack will KIA/K them, but a morale check can be survivable in a depleted state. Still able to move and full of fight.

Banzai helps you move faster and ups the morale of participating units. It is based on human wave and not too difficult to perform. Once committed it is fun to push troops through enemy fire watching your opponents nerves jangle. Each Banzai charge must include a Leader, well the Leader in this scenario, and can be just the Leader, in certain terrain configuration this might be a long chain of angry units. Here, your OB just isn't that big and you certainly don't want to mass in a single hex almost everything you do have. Banzai ups your morale by one and gives squads/half squads eight movement factors. If your Leader is wounded he can declare a charge point everyone at the enemy then after expending most or all of his 3 movement factors wave his sword and shout encouragement as your other troops charge gleefully towards the Americans. Think this is fair enough given the guy has just survived a wounding roll and true to his word he will pitch in if any troops are still around to fight. As a game tactic it saves your leader and shows you are up to speed with a rules finesses that helps give the Japanese some of their charm.

After crossing ground Banzaiing units enter enemy occupied hexes. Any hostile troops who can must subject you to Final Protective Fire. Survive this and you return fire, can be enough to break the enemy and drive them over a cliff. After advancing fire, you are straight into close combat. Declare hand to hand and benefit from the -1 modifier for Jap troops. Melee can go on for a few turns, but generally hand to hand is over very quickly, often by mutual destruction, occasionally one unit surviving. Obviously an element of chance is there, roll low if you can, and expect the dice to go against you occasionally.

The leader's ability to initiate Banzai charges is a useful option. He has other useful qualities. As a leader he improves units combat performance, preventing covering, applying his modifier to fire combat, improves the odds and modifies close combat and rallies units. You will not see too many broken Japanese units, he can rally them like a commissar complete with +1 to basic morale, his own modifier, and negating Desperation Morale. The officer raises the morale of any unit he accompanies, making 1st/2nd line squads eight morale units and taking the elite squad to nine morale. That is major league useful. The weakness of your leader is his propensity to wound instead of breaking. If he survives the first wound he is still

THE ATTU CLIMB

SCHWERPUNKT SCENARIO SP100

SITUATION: ATTU: The Aleutian Islands, Alaska 16 May 1942. Japanese forces on the island of Attu (14° 12' N, 156° 53' W) have captured the American island of Adak (54° 15' N, 162° 58' W) and are now moving to capture Attu. The Japanese have captured Adak and are now moving to capture Attu. The Japanese have captured Adak and are now moving to capture Attu. The Japanese have captured Adak and are now moving to capture Attu.

MAP ORIENTATION: N

MISSION LENGTH: 1 2 3 4

Force	Units	ASL	MP	SP	MR
1. Elements of the 20 th Independent Infantry Battalion (1st and 2nd Battalions)	4-48	4-47	3-28	9-1	4-47
	4-48	4-47	3-28	9-1	4-47
2. Elements of the 20 th Independent Infantry Battalion (3rd and 4th Battalions)	4-48	4-47	3-28	9-1	4-47
	4-48	4-47	3-28	9-1	4-47
3. Elements of Company B and C (1 st and 2 nd Battalions)	4-48	4-47	3-28	9-1	4-47
	4-48	4-47	3-28	9-1	4-47
4. Elements of Company B and C (3 rd and 4 th Battalions)	4-48	4-47	3-28	9-1	4-47
	4-48	4-47	3-28	9-1	4-47

weaknesses are low numbers and some vulnerability in hand to hand combat.

The real weakness of the Americans is they are not Japanese! Chapter G section 1 tells you all you need to know about the Japanese, always worth reading shortly before play. Skip the rules on anti tank and demolition charge heroes and some of the miscellaneous rules, but be well up to speed on Banzai, Hand to Hand melee and perhaps most importantly step reduction. All three play a part in winning this scenario.

Step reduction is *ASL's* method of simulating Japanese troops reaction to fire. Instead of breaking squads reduce in steps, becoming half squads and ultimately those breaking. In some situations this is a problem. In a city fight for example a broken unit can expect to rout safely, rally and return to the fight at full strength in one or two player turns. Japanese troops just don't excel at this. Fortunately they don't need to engage in a long range fire fight instead they can exploit

an effective unit, with some loss of mobility, and combat ability. If wounded roll low. If you lose your leader, your squads and half squads and crews can fight effectively without him.

Apologies for not mentioning numbers. You start with one elite squad, a 4-4-8 and four 4-4-7 first line units. Their fire power is moderate, range a bit shorter than you'd generally prefer, their morale is good, helped by an ELR of 4. Your squads do have a smoke exponent, low as it is, in certain circumstances you should try for it. For example when planning movement, think how far you can go. If you must move up or down a slope and don't have enough movement factors to cover another hex, think about smoke, perhaps before you start moving, perhaps at the end or part way through. It's a better plan than moving, running out of movement factors then going to the next counter. Although Elite and 1st line troops are stealthy I can't see this being massively useful. Maybe it can help with concealment I'm not clear exactly how! One obscure rule (G1.62) allows all Japanese to conduct SMC overruns without a normal test check. On a tense turn four a Good Order American leader could be tricky to deal with using other nationalities, if he survives fire combat and withdraws from close combat he gains a win. A full strength squad running into his hex, declaring hand to hand and rolling anything less than boxcars should do it, even if everyone dies. If that fails miserably you can use advancing fire and finally another attempt at close combat. Every nationality could do something similar, with the Japanese you have to be so incredibly unlucky not to pull it off.

On turn one you receive another two squads who have edged round the enemy flank. These guys help a lot. If on the hill they would increase the number of troops moving through a limited frontage or encourage you to forgo a rush forward and try to shoot the Americans off the Hill. The scenario would lose some of its appeal if that

happened.

For a small OB you don't do too badly for support weapons. A dismantled machine gun and 2-2-8 crew will spend the first turn getting ready. With moderate luck they will happily machine gun enemy troops for the rest of the game from their initial positions. If shot at crews are very resilient. The first attack should only step reduce them to a 1-2-7, afterwards, well they can break, they can also self rally and may return to the fight. If the Yanks are shooting at the MG crew your other units are having an easier time. The foible of the machine guns is its slightly higher breakdown number, B11 is inconvenient. If the MG breaks give thought to moving forward whilst repairing it (or disabling it!). You have a light machine gun, probably best moving towards the Americans. It gives additional firepower and is definitely worth having. The balance provisions for the Yanks delete the LMG which should tell you something!

Most scenarios featuring Japanese include one or more knee mortars, the small 50mm grenade launchers or mortars much favoured by the Imperial Army. You do have one, it is a useful unit. It can try for smoke, and white phosphorous, although a six hex range restriction makes this difficult to use offensively. With luck it can plaster enemy positions with smoke cover, or hit with a series of High Explosive 2 FP attacks. If it breaks, consider moving forward whilst rolling for repair. I'm not sure whether the mortar should be crewed by a half squad or full strength squad. My own preference is for a 1st line half squad, can see the merit of a full squad though.

That's about it for troops, you have a SAN equal to the Americans, with some added spice for the first couple of turns. Any climbing unit broken by sniper attack fall to their deaths. Although your SAN numbers are equal your sniper is potentially the more deadly.

All of board 9 is in play, however the

action should be focused on point 733 (O5) and the nearby plateaux (M3, M4, M5 and N3). Other terrain matters as you have to move from your set up areas towards the Americans. Co-ordination instruction 2 removes roads and buildings from the map and transforms woods into scrub. It's not too difficult to imagine the roads being rough tracks that confer no movement advantage and the buildings as the collapsed remains of insubstantial huts or tents that provide no cover, or if you do have a good imagination just ignore them as instructed! Scrub is covered in the Desert rules (F2.1); it's pot plant sized foliage that can serve as concealment terrain. As Japanese troops you can set up 10% of your force in squad equivalents hidden. I think W4 is the only hex in your set up area that allows this, unless you can convince your opponent that height advantage or crag would allow set up concealed. W4 is a pretty poor spot for anything, so ignore the option unless you've a plan to hide your leader or confuse the enemy. Later as your flanking elements arrive assault movement allows concealment if entering at X0, if it is useful. Scrub doesn't do much else, it doesn't negate FFMO or interdiction penalties, nor does it slow movement. You could treat scrub as open ground and your game wouldn't suffer. More important, snow is in effect (coordinating instruction 1). Snow is a mixed blessing. On the downside it slows your movement up or down hills in a scenario where you really must do that, on the upside snow makes climbing cliffs harder for the enemy. When moving think ahead, factor in the extra movement penalties for snow before you begin to move a counter, otherwise you may need to double time to reach a hex or declare regular movement when assault movement would have been better. To improve your survival chances make use of available cover. There probably isn't enough time or manpower to dig entrenchments so you will need to occupy crag hexes, or maintain height advantage over the enemy. Pick



spots that satisfy the need for cover and are within range of your weapons. For example, the crag in W2, W3 or S8, T8, and U9. Point 740 (Y6) is outside your set up area and not worth moving to. If/when you gain point 733 you are height advantaged against all areas the Yanks are likely to be firing from.

Have a look at the climbing rules in B11.4, if climbing successfully a unit will gain one level in the Movement Phase then advance into the hex if at the same level during the Advance Phase. Two things, well three, can prevent this. The third is killing or breaking the climbing unit by fire combat. Otherwise you want the enemy to fail their climbing rolls and either fall or not gain height. A climbing DR of 10 or 11 prevents ascent, a 12 results in a fall and elimination of the unit. With snow in effect a 9 or 10 prevents ascent, and an 11 or 12 causes a fall. With reasonable luck most climbing units will make it, some delay can be expected. The scenario won't be tremendously competitive if most of the climbing units fall to their deaths, don't expect this to happen very often though, with that sort of luck any scenario would be one sided. I guess the important lesson here is just how quickly the Yanks can be on top of the cliffs.

Heavy wind also affects falling DR, if you can roll wind change followed by a six this hampers climbing. This wouldn't be the first time wind has come to the aid of the Japanese. Gusts do not affect climbing, don't sulk if you roll gusts. Last bit of climbing trivia - wounded units can't climb.

Set up is helped by knowing roughly where the Americans will be at the start of the game. One squad, Lieutenant Davis and a dismantled MMG is climbing O5, two and a half squads, another leader and MMG are ascending to the M3, M4, M5, N3 plateaux. Finally there is a squad already on the plateaux. You can also make some predictions about US movement. Almost certainly they will not descend the cliff as there is not enough time for clever manoeuvring, instead they will climb then shoot at your troops whilst trying to pass morale checks, rally troops and defeat you in close combat. There is a slim chance of Americans moving forward out of their victory areas perhaps to slow your movement or as a temporary expedient to force a unit to rout.

You have several options for how to attack. One idea is to mass firepower to sweep the enemy off the hill. A stack of two squads and the MMG, or three squads and the LMG, commanded by the 9-1 Leader gives eight firepower factors at up to eight hexes range. Point 773 (O5) should be easy to clear, but remaining enemy units could dodge out of line of sight to avoid fire or rally. If they move into the line of fire of your

other unit's they can still suffer damage, chances are they will give back more than they take whilst you frantically reposition your killer stack to gain line of sight.

Perhaps a better idea is to move forward with some supporting fire from your mortar and machine gun. Your three set up areas are U10, W8 and W4. U8 offers crag for some protection, and is closest to the enemy set up and entry areas. W4 is more useful for fire support. Crag in W2 and W3 gives +1 TEM protection to a fire team there. Both hexes are eight hexes from O5, and nine or ten from the plateaux. Infantry will be out of range, your mortar and MMG though are within effective range. Note from W3 you can't reach M5. U3 is a set up hex at level two close to cover, but in open ground, a support weapon could start there although W2/W3 look better to me.

W8 offers a bit less than the other areas. W6/W7 could serve as weapons sites, without any cover. One idea is to move from say X6 to point 740 (V6) to gain elevation, can't see the gain from this.

It is down to personal preference how you position your troops. I'd put the MMG in W2, with the mortar in W3. If the last remaining 7th Division unit is in M5 the MMG crew can spot for the mortar. If the MMG breaks, abandon the mortar to the crew and run forward. As mentioned earlier would likely use a half squad to fire the mortar. It's too far back to allow a squad to make much use of it's inherent firepower, and the mortars ability to drop smoke is so useful. If the mortar breaks, drop it and run forward in your next movement phase if you can't repair it. A half squad up front is more use that a frustrated spectator trying to fix a mortar. If you want smoke cover to protect a drive from U10, the mortar could begin on W6/W7. To place smoke in front of your troops this is a good option. If you would rather smoke the enemy's hexes will W2/W3 is better.

As long as it is within range and line of sight of enemy unit's the mortar and MMG are well placed. Your Infantry might start well in U3, or the crag running from U9, through T8 to S8. They are not sighted to most of the American zone, not always a problem when you want to move forwards. Your leader needs to go with the larger of your forward elements. OK he can do sterling service directing MG or Mortar fire, if you want to Banzai he needs to be up front. If he is directing a MMG its fire will be more effective, offset by reduced options for your manoeuvre element. I like the look of S8, for two squads, Mr 9-1 and the LMG. It threatens a 6 straight attack against a unit in M5 followed by a charge towards P6 if any US unit's break, are not present or fail to

climb. If the approach is too well covered by troops try to prep fire support weapons or smoke for cover, and use assault movement if facing serious unsuppressed firepower. Another squad could start in U3 at the other side of the hill.

When moving forward use crag for cover and hindrances, protect yourself with line of sight and strive to gain height. With height advantage enemy units claim a +1 modifier to attacks. If you reach level three or higher the plateau loses the TEM, plus rout is harder. As you move shoot. Target leaders first, then support weapons, and Good Order units before broken ones. If massed targets are presented do shoot at them. In summary the plan is to advance with the bulk of your forces under covering fire from the MMG and mortar.

The reinforcements start a good way back. Declare double time and run them forward as fast as they can move. You can even drop possession of a mortar leaving it for them to pick up. If the Yanks are shooting at these units they are leaving your others alone. Don't be reckless though, running as a stack is silly, move one unit at a time, consider deploying a squad, above all don't dawdle.

There are other ways to attack. How about massing on the north or south edge of the hill. Shoot the lone 6-6-7 to bits, smoke screen from the mortar then charge.

Set up always helps. As your set up and entry areas are restricted, it is difficult to put yourself at a tremendous advantage favouring one hex over another or stacking too many units in a hex. What can cost you the game is running out of time. The two squads that arrive on the southern edge need to move every turn. Drawing heat from your other units, shooting back, and ultimately dying or going into hand to hand combat. Your other squads should also be moving, choosing between assault, regular and Advance Phase movement. If most of your OB prep fires, you will struggle to neutralise the last American unit.

Expect some help from the difficulty of climbing a cliff in snow. If everyone falls off, the scenario isn't much of a challenge as a game, but rather funny for yourself and possibly your opponent. If you win this way be appreciative of your opponents discomfort and offer a rematch. More likely the Yanks will mostly reach the tops of the cliffs largely intact, perhaps with one or two units delayed. The game's still wide open, and any luck you didn't get on the climbing rolls might materialise for your fire combat or hand to hand melees.

As the Japanese I think you have the more interesting choices. The Americans have to climb, then fight and die in the same spot. You can choose how and where to at-

tack, and very much have the initiative. If you are fast and aggressive you will kill the enemy or drive them over the cliffs for a memorable win.

AMERICAN SET UP

Your mission is to outflank the Japanese by scaling two cliffs and holding on grimly to their summits. At the end of four turns you must have one or more Good Order units at level three or four, within four hexes of P5. The only valid level four hex is point 733 (O5), there are also two areas of level three terrain. The easiest to grab is the M3, M4, M5 and N3 plateaux, I'd be amazed if you could drive forwards onto the P5, Q4, Q5, R5, R6, S5, S6, S7 plateaux in the time available against competent Japanese opposition. To pull that off you would need to be skilful or lucky.

Only one of your squads starts on the victory hexes, the rest are desperately trying to climb before the Japanese reach the top of the cliffs to prevent them. The attack was planned to move against the Japs from an unexpected direction, unfortunately the terrain is proving more difficult than expected and the Japanese reception a bit fierce. Most of your troops have nearly climbed to the cliff tops. They need to pass a climbing Task Check to move onto safer open ground in the Advance Phase. Climbing is not modified by leadership, it is subject to a +1 for ground snow. To ascend you need a modified DR of eight, nine through eleven leaves you climbing, a modified twelve causes a fall and elimination. How bad are those odds. A natural 11 or 12 cause a fall, that's three chances in thirty six, or one in twelve. To ascend needs a DR of 7 or less, or twenty one chances out of thirty six. You'll be stuck where you are fifteen times out of thirty six. Keep in view you are not just climbing, you are carrying kit, rifles, submachine guns, machine guns, helmets etc, climbing as fast as you can and likely to be shot at or near to hostile fire, no wonder this is dangerous. Most of your troops should reach the cliff tops on turn one, the rest by turn two. It's possible some will fall off, to do so requires some pretty high rolls. Statistically an 11 or 12, equates to a 2 or 3, don't expect them too often and don't let your game drop if you do roll some pretty abysmal dice. It's impossible to play *ASL* without rolling some truly disgusting dice. Generally you will not lose just because of one or two die rolls, there are too many game events that don't involve chance. Understanding them goes a long way to explaining the consistently good performance of some of the better players.

To recap, the mission is to take and

hold at least part of the high ground. To get there you have to climb, part of the danger is falling, part from enemy counter action. If you are shot at whilst climbing, you are treated as subject to hazardous movement, if you break you die. You can give yourself some protection against enemy fire by line of sight and to a lesser extent by range, as the Japanese do set up first you can position yourself to minimise the threats. If you don't shrewd Japanese will shoot at any vulnerable climbers. At the top of the cliffs, you reach open ground. One option is to move forward towards the enemy, not a sure fire winner. The advantage is placing units between the victory areas and the Japanese, the downsides are you don't have that many unit to create speed bumps with and you are moving away from legitimate victory hexes. Most of the time you should stay where you are unless routing or in the Advance Phase. There are exceptions, moving to block enemy line of sight or moving to make enemy movement more difficult.

Pretty much you will want to get into O5 (point 733), and onto the plateaux as soon as you can and stay there. Ditch two ideas. Climbing down to the base of the cliffs, and delaying ascent whilst remaining out of sight. Every turn on the cliffs is dangerous, you can fall, or get stuck. In four turns you need to get every unit on top shooting it out with the Japs, absorbing fire attacks and fixing bayonets for the expected Banzai charge and furious short melees. It helps to look at the map, to assess the approaches to your positions, and general terrain features. Remember woods and roads do not exist as coordinating instruction 2 states this. The same rule converts woods to scrub. Scrub is just little bushes. Not enough to hinder fire or movement, just able to offer concealment. The 303rd are able to set up one squad equivalent in concealment terrain, and might just start with a unit hidden in the W4 brush. It is a strange tactic. Might serve to hide the leader or another key unit, the feature does not give a positive TEM though so hard to understand the choice. If your opponent does it politely ask him why after the game. Scrub is move useful for the two Jap squads entering on turn one. A concealed unit is a poorer target, and might draw fire. Crag is more important. It provides +1 TEM against fire into its hex, negates open ground, acts as a hindrance to same level fire, and costs two MF to enter. Hex S5 is probably the only one where same level hindrance will apply towards shots at Hill 740. Note shots have to be at same level or the hindrance can't apply. Crag does slow enemy movement, moving uphill in S5 costs 5 MF, a big deterrent to human wave. I'd expect Japanese support weapons to be placed on hill 740. Check the range and

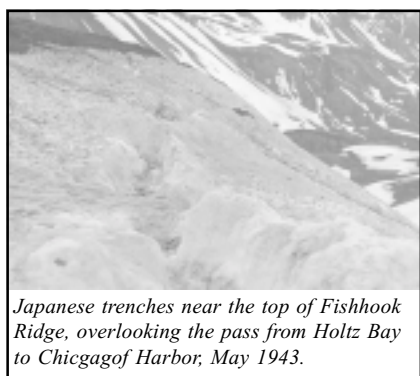
line of sight for these units.

Enemy troops moving towards you will need to take Point 733, then the plateaux. Point 733 is most likely to fall to an all out attack. From hex O5 there are only two hexes (P4 and P5) through which an attacker can move or advance, as the remaining hex sides are cliff and the Japs don't have enough time to climb. From P5, any movement will be up a double slope in ground snow, that's 6MF, possible for a Berserk, Banzaing or leader assisted move, an easier route is P5, costing 3MF. The high MF slow enemy movement and create opportunities for multiple Final Protective Fire shots, or Rate of Fire from your MMG. Once in O5 Japanese units can claim height advantage against you for shots from the plateaux. Once there it's hard for the enemy to move against the firepower of your troops. Any move off, must go to P4 or P5 again costing 3 or 6MF. The plateaux is a bit easier to defend. At level three it gains height advantage against firers at lower elevations. Long range mortar or machine gun fire from level three isn't subject to height advantage against the plateaux. Defence is helped by the cliffs. No sane Japanese soldier or officer is going to try and climb a cliff with you on top of it. In part this is the inherent difficulty of climbing, more though it's a question of not enough time for the task. The three routes on to the plateaux are from N4, O4 and O3. All movement is uphill in snow, so it's 3MF from N4, O4, and another double crest in ground snow 6MF from O3. My money is on N4, and O4 being used. As long as you have troops adjacent to these hexes or able to cover them with fire you can reasonably expect to inflict some casualties on the Japanese as they surge forward. The hardest hex for the enemy to reach is M3, not a bad spot for the 7-0 leader and any broken units. In M3 troops can attempt to rally, it's more difficult for the enemy to get adjacent to the hex to force rout.

I've suggested the enemy will likely move towards your positions, there are good reasons to expect this. The two main ones are playing to their own strengths in close combat and resistance to fire, the second seeking to reduce your advantages in rallying broken troops and long range firepower. Your squads are elite rifle squads with excellent range and firepower, adequate morale and good ELR of 3. With an inherent range of six, and firepower of six, plus the ability to recover totally from a failed morale check, any one of your squads would chew up a lone Japanese squad in a long range fire fight, preferably one at five or six hexes. Only one squad, starts the game on the cliff tops, a 9-1 leader, MMG and squad is climbing to Point 733 and another three

and a half plus a 7-0 leader are climbing frantically bring another MMG into action. It's most likely they will all make it, giving you a total of 35 FP factors at normal range compared to 34 for the Japs, excluding the mortar, but with much shorter range. Unless units are stuck or worse not stuck to cliffs this is enough to quickly give you an edge. ROF from the machine guns and better breakdown numbers help, as will any TEM modifications earned by height advantage. Under fire, expect your troops to break, with a smattering of ELR replacement, maybe the odd reduction for fate. That doesn't take them out of the game. Both cliff top areas start the game with a leader who can attempt to rally any troops in his hex, self rally ability only becomes an option for squads in your player turns, with an OB of only four and a half squads it's useful. Your broken side morale is high, eight for squads, reduced by one for rally in unfavourable terrain and almost certainly Desperation Morale you can rally a unit on a three or less. You can improve the chances by using leaders. Most important, even in open ground if you are outside of normal range of enemy units they can't cause DM without fire combat. You do have a very reasonable smoke exponent. Can't see any obvious uses for this, maybe to cover an advance, or drop WP on a Japanese stack to cause casualties or to protect units from fire. It can be useful if you are in Japanese smoke, if successfully placed your troops would benefit from the smoke TEM for your hex, the modifiers for the smoke just placed, and another +1 for enemy units firing out of that hex. To summarise, the main strength of your troops are their morale, firepower and range. Their weaknesses, well mostly numbers and the difficulties associated with climbing cliffs.

The big problem for the Japs is range, two hexes less than your squads isn't good enough to allow him to sit on the hills and shoot you to bits. His firepower isn't that weak, but it's not enough to go for gradual attrition in a short game of four turns. There are some exceptions to this. The enemy has two long range support weapons, a MMG



Japanese trenches near the top of Fishhook Ridge, overlooking the pass from Holtz Bay to Chicagof Harbor, May 1943.

and a 50mm "knee" mortar. Most likely the machine gun will fire from one position until it malfunctions or the crew is neutralised. At the game start it begins dismantled, so the first player turns will see it assembled then firing every turn thereafter. You might get some help from the mechanical reliability number (B11), or if it is poorly positioned line of sight. Neutralising the crew is difficult, as it step reduces! At times you'd prefer them to pin, as ROF is immediately lost. The mortar is more dangerous than it first appears. HE attacks are modest, even a critical hit can be survived with average luck. Rate of fire makes the unit more valuable, plus it can try for smoke and white phosphorous. A smoke screen allows Japanese forward movement, white phosphorous forces morale checks. The good news on the mortar? Well smoke is always subject to availability, To Hit rolls can trigger sniper activity, and the mortar needs a crew. In a game with a tiny OB this is significant. If the Japs use an entire squad, it is only likely to be able to use it's long range firepower, when it does any target acquisition is immediately lost. A half squad crew can't fire the mortar and uses it's rifles, and leaves another half squad to go forward with the rest of the enemy. It's your opponents choice who crews the 50mm, take an interest in what is used, but don't expect it to influence the game too much and don't pass judgement during play.

Support weapons give the Japanese long range firepower. The rest of the OB is more likely to be coming at you. Initially you face four 1st line squads, and an Elite squad, plus a lone leader and a light machine gun. The Leader is a 9-1 sword wielding officer. He can initiate Banzai charges, rally troops like a commissar and is best used from the front. Be pleased if he stays with the mortar and machine gun. The squads are all 4 FP units, with four hex range. Elite morale is 8, 1st line 7, can be raised by the leader by +1 like a commissar. Combined with Japanese step reduction the enemy can absorb a lot of morale checks and still keep coming. A foible of the Japanese though is their vulnerability to KIA/K results. If you can take shots which are subject to negative modifiers you increase the chances of eliminating all or part of a unit. In close combat attacking enemies can opt for hand to hand, modified by -1. Very short bloody fights result. Most people in a hex die very quickly. You might see Japanese half squads gleefully engaging your squads with a reasonable prospect of mutual destruction. This can be very worrying, but makes for a particularly exciting turn four.

Don't forget the Japanese reserves. Two squads come barreling in on turn one. Given two or three turns they will reach you,

choose carefully between catching these units in the open and less favourable shots against closer enemy units.

A few quick notes, the Japanese can try for inherent Infantry smoke, you need to brush up on the Banzai and human wave rules to appreciate the threat only exists where the enemy leader is. Don't worry about prisoners no one is taking any.

Both sides have a SAN of 4. This gives a one in six chance of activation, a one in eighteen chance of something damaging happening. There isn't much you can do about the enemy sniper, hope he lands somewhere more convenient for you and keep him away from your best leader. Absolutely anything your sniper does is helpful. Killing the enemy leader would be superb, but a pinned squad almost anytime in the game is a boon. Anytime the enemy sniper is neutralised, it is rabbit season. Take every shot you can and roll lots of fours to rub it in.

This is a very short scenario. With only eight player turns even small events take on great significance. To begin with climbing units that fall are bad, any that fail to climb are also significant, they are virtually unable to influence the game till your turn two when they get another chance to climb. Machine guns need to be assembled quickly first chances you get. Broken units need to be dragged back into the fight either by self rally or assisted by your leaders. Be reasonably pleased with any bad news for the Japanese, weapons malfunctions, lost rate of fire, cowering and similar events all help your game. Don't over do this, some small celebration every time your opponent rolls something useless is going to destroy any chance of a rematch.

Set up is mostly defined by the scenario card. You do have options, deploying a squad before set up is allowed. I'm not sure it helps your game any. The rest of your set up choices can be influenced by Japanese set up. Keep climbing units out of line of sight to protect them, and pick cliff faces that lead somewhere useful. The units going for O5 don't have too many choices, they will arrive on O5 and fight there. The rest of your climbing units can intend to arrive at selected points on the plateaux. By fighting one squad or half squad per hex you limit the effectiveness of enemy fire, and can still form fire groups for any massed targets moving in the open.

As play progresses you will do damage, and suffer casualties yourself. Any units in O5 stay where they are, everyone else should try to manoeuvre to make a Japanese assault more difficult. This movement will not be at all on a grand scale, perhaps one hex in the Advance Phase or a rare bit of assault movement.

Don't try to entrench, there isn't enough time. Everyone should be shooting, the only legitimate use for an entrenching tool in this scenario is sending one of your opponents cardboard counters to his ancestors. Can't see much use for voluntary break, there isn't anywhere to retreat to.

Stay alert for infrequent events. A berserk American unit can be helpful if the enemy are close, more of a nuisance if it means a squad running off the hill without helping your defence. Use heroes as stubborn blocking units, and to improve the strength of your attacks. Pick up and use any dropped support weapons your own or the enemies. Don't miss SAN activation, it helps a lot in games with small counter density.

Perhaps most important have a plan for each unit at the start of the turn before you roll the dice. Most of the time this will be a target list. Something along the lines of shoot at the Jap leader until he is dead or wounded, then a series of secondary targets for your units. You can't do this with a big scenario, here though it is workable. Change your plans very slightly after unusual events.

I think the Americans could be played solitaire and still have a credible fun scenario. As a player though you can do better than just climbing to the top of the cliffs and blazing away at the nearest unit. Your target selection, advance phase movement and positioning of the defence should give the Japanese a constant feeling of inconvenience. If you can get just a little bit extra out of your units, you deserve to win.

CONCLUSION

This scenario can be set up in less than 15 minutes and played to completion in less than an hour. I'd judge the Americans to have a slightly "easier" game, the climb is certainly hairy, after that you need to position units carefully, shoot as well as you can and pass as many morale checks as you can. You must be prepared for some problems climbing the cliffs, and cope with no room for manoeuvre once in position. For the Japs, there are more difficult decisions. How much prep fire, movement and assault movement, Banzai perhaps, and difficult geography.

For anyone who likes PTO scenarios this is worth a look. It's also ideal for solitaire play with the emphasis on the Japanese counters.

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DUMMIES

Roy Connelly

Dummies: A12.11 "If a scenario allocates a number of "?" available for setup at the start of the scenario, those "?" can be placed atop each other to act as Dummies—thus giving the mistaken impression of a stack of real counters beneath a "?". A stack of Dummies containing no real unit may be moved as if it contains a real unit (even to the extent of being able to move with leader/Double Time MF bonuses) but is removed if it moves without Assault Movement (or into Open Ground) in the LOS of a Good Order enemy as per 12.14. A 5/8" Dummy stack can claim to be an emplaced Gun or a vehicle.".....

Dummies are a puzzle for some players. Many simply don't know how to use them effectively. The cautious attacker will not want to risk units because he's not sure if that unit is real or not. An over-aggressive attacker will sometimes get caught because he's sure he knows where the dummies are.

Playing Dummies (and I don't mean your regular opponent!) is an art and is learned through experience. Even subtle things like body movements, facial expressions and things a player says can tip his opponent to the location of dummies. I will keep away from those things as each player is different and concentrate on some things which might help you on the boards and get you thinking about how to play dummies more effectively.

The defender has a number of options available to him regarding Dummies so lets go over some of them.

Setting up: 1. Avoid low TEM. Buildings and Rubble are ideal for Dummies, the high TEM coupled with halved fp due to being concealed reduce the chances of the Dummy-fatal PTC.

2. Avoid concealment terrain that restricts movement. In order to "sell" your Dummy to your opponent you must be able to move occasionally without resorting to assault movement.

Move it..... As stated above your biggest selling point is movement. Don't just write off a dummy because it is seemingly out of play. Figure out a way to get it back

into the game.

Even a known dummy can be made a pain to the opponent. A Dummy w/LOS to an enemy prevents Concealment gain. I will use an bypassed Dummy to trail the opponent's force, if I can, and deny him Concealment gains. He must either live with that, dispatch a detail to get the Dummy, or waste fire (and risk SAN) to shoot it.

Skulking is important, especially for units not quite in the battle yet.

There are many ways to place a big neon sign on one of your units that says in effect "Dummy Here!", not moving them is one of these ways.

If nothing else, a dummy in the right place but out of the way can prevent your opponent from gaining concealment gain in the CC phase. Yes, even if your opponent is absolutely certain it is a dummy. A12.1

As an aside be careful handling the Dummy stack. In a recent game, I pushed a convincing Dummy adjacent to several units to draw fire. Regrettably, when I withdrew my hand, the top chit stuck to my fingertip, revealing the ruse. Sigh. I had tweezers at hand, too—should have used them!

.....or don't move it! While "selling" a dummy unit is important, "selling" a real unit as a dummy can really wreck your opponents plans too.

Think ahead. Place other units so they can cover your Dummy impostor and use them to shoot. If you can convince him it's a dummy by inactivity, you might be able to bag a bigger fish later. At the very least he may just leave it alone and you can put it to use later to deny rout or to interdict.

Other uses: "Sponges" Use dummies to soak up fire attacks, particularly from kill stacks or units he really needs to move. This is especially useful in scenarios where time is highly important to the attacker. You still have to "sell" the Dummy which goes back to skulking or moving as a regular unit. Making your opponent shoot when he needs to move is a small victory that can lead to bigger rewards.

Protection: If you have an important leader or SW, place two or three Dummies close by. This is the only time I would set them up in less protective terrain. You want that enemy sniper to get a dummy and if it and your leader/SW are equidistant you don't want your opponent to get his choice. By putting the Dummies in locations with less TEM, the sniper has to go there first. (unless of course it lands directly on that leader/SW!)

Attacking The rooting out and elimination of Dummies can sometimes be a chore, especially against an opponent who plays them well. Here are some tips for digging out, identifying and eliminating your opponent's dummies.

Firepower: This one is obvious, and while most of us groan when we just spent 30fp to eliminate a dummy, the sooner you get it done the less you have to worry about it later. It will of course, be halved and probably against some pretty stout TEM, so if you are going to do it this way, make sure you have enough fp to get the job done. You can bang away all day with 4 or 6 fp at +3TEM and never get a PTC.

Levels: Being upstairs will give you much better LOS and will really put a crimp into his ability to freely move those Dummies. Be forewarned, if reducing movement or denying "?" gain are the only reasons you put a unit upstairs, use a half squad. Units in upper levels usually become quick targets!

Half Squads: Most of my regular opponents will tell you I attack aggressively, sometimes bordering on over aggressiveness. Well, all I can say is "The half squad made me do it!". If there were laws against it, I could probably be locked up for half squad abuse. I will normally gladly sacrifice a HS (killed or otherwise) to gain information. Usually, if I suspect a unit is a Dummy, I'll run a HS out there to bait my opponent with those juicy -2 modifiers. A good Dummy player will usually have another squad nearby to provide cover for the suspected unit. So plan ahead, leave the HS sprint for last so maybe he'll use that other squad for more important duties. If you run that HS right at him and nothing happens and you have enough MFs left, attempt to enter his hex, then he must bump you back with a real unit or reveal a dummy. Unit or not, information is gained and at the possible cost of 1HS. If you don't have the necessary MFs then advance in and force him to prove it in the CC phase.

Be a counter counter: Know what's in your opponents OB. Keep track of what you have killed, captured or exposed. When you have revealed all real units in his OB, the rest are Dummies. If he has more he's cheating and you can beat him about the head and shoulders. Make sure you count correctly, if you make a mistake and beat up your opponent on baseless accusations he then can beat you up! (it's in the rules....somewhere....gimme a minute) If you commence to beating each other up it may escalate into a Hockey Fight of the type seen at tournaments where Belford, Kiraly, and Beakes are in attendance. Of course if you really want to get into it and look like Belford while you fight, you have to start by being real ugly in the first place, then you have to pull some of your own teeth.....but I digress.

Guns: Usually unless restricted by SSR, a gun may set up HIP in concealment terrain. Normally this is the thing to do, however I have had a couple of games where placing them on board concealed and creating a Dummy gun or two to compliment it was even more effective.

Vehicles: Not much luck for me with Dummy tanks. I think this is due to the need to move them. I've rarely seen a scenario where tanks aren't on the move. My only success was in "Highway 5" where I was able to set up a platoon of Dummy Japanese tanks and never had to move them, but they did the job quite well.

Use Dummy vehicles in conjunction with real (but Concealed) vehicles to cover AFV approaches. A concealed small-target AFV set up in a building is at least +5 To Hit before any other TH modifiers, and the Dummy might draw the first shot. The Concealed AFV can also chance setting up with an exposed side aspect (to get a flanking field of fire). This works best when defending in closed terrain (i.e., poor tank terrain).

Remember- A unit has to be Good Order to strip concealment, so if you need to move that Dummy and you are (very important) absolutely positive that the only unit within sixteen hexes who can see him is broken, berserk, in melee, or is a shocked or stunned vehicle, then by all means! Move him!

Probing: In closed terrain, an attacker with OB-given Dummies (or with Dummy Cloaking counters in any Night scenario), can use Dummies to probe ahead for HIP fortifications such as Wire or AP Mines. On entry to such a hex, the astute Defender asks, "is that stack in Good Order?" You say "No,"

and lose the Dummy, but now you know there's something there. [A less experienced Defender gives away the nature of the HIP element instead of asking the "Good Order?" Q—be sure to tell them they did not need to disclose such information, so that they'll be better players, Next Time.]

Rule A12.1 says "No unit can be concealed more than once at any one time, although one or more Dummy counters (12.11) can be placed atop a unit(s)."

I believe this rule is prohibiting the creation of dummy stacks from normal concealment counters on top of real units. It says that you can't take two concealed squads and combine them into a stack of two squads and two concealment counters.

At set up you can also place more than one "?" on top of a real unit to make the stack look bigger. So if you want to create a dummy stack to simulate, say, a squad, SW and leader, you have to use four dummy counters. Likewise, if you want to beef up a real squad by adding some dummies to make it look like it has a SW, you'd have to use two dummy counters, one for the "SW", another for the concealment. For years I played this wrong, adding a dummy unit here and another there in my setup, making a couple squads look more formidable, then I'd throw another non-OB given concealment counter on top of that to conceal the stack. BZZZZZZZZT wrong! Nor can you just place a concealment marker on a dummy unit during setup.

Hopeful these tips will help you make your Dummies a complete pain in the ass for your opponent, or, keep your opponent from making them a pain in YOUR ass!

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MEN AGAINST TANKS

Michael Davies

My main reason for buying Heat of Battle's *Beyond The Beachhead* pack was to prepare for INTENSIVE FIRE 2005. As it happened I didn't play the scenario included from the pack, but did end up with two beautiful maps, two large overlays and eight scenarios ranging from small tournament sized up to some monsters containing masses of counters for hard core players. All the action takes place in Normandy 1944, with armour present in some scenarios, but the emphasis is on short range infantry combat in difficult terrain.

My favourite scenario is 'BtB6 Men against Tanks'. A strong American infantry force outnumbers a defending force of Germans backed up by fortifications and two dug in tanks.

Apologies in advance for another long article.

GERMAN ANALYSIS

The tactical objective puts the onus on the Americans to earn victory points. Each of the two dug in Panzer IVs in your OB is worth two points to him if destroyed, with another two points for Control of hexes Y2 and Y3, and a massive four points for Y6. To win the Yanks needs a minimum of eight points out of a possible maximum of twelve. There are several possible combinations that can earn a win.

Your tanks have to be destroyed to count for enemy points, stunned, abandoned, shocked or even captured tanks are not destroyed. So you can fire your gun, repair it when damaged, risk operating crew enclosed and generally make use of the armour. Can imagine circumstances when you might want to voluntary destroy the tanks yourself, but this shouldn't arise in many games.

The victory hexes are all very close together, Y2/Y3 are adjacent sunken road hexes, Y6 is not much further away. I'd expect any player with strong control of Y2 or Y3 to be able to take the adjacent hex within a turn.

To recap you win by keeping armour casualties as low as possible and retaining control of as much terrain as you can.

Understanding the terrain is key to planning your defence. Fighting takes place on HOB IV, a board supplied with the *BtB* pack. It was designed to represent terrain

dominated by bocage, and by clever art work allows for hedges and bocage to be in play at the same time. The playing area also contains two small grain fields, a large woods, a smaller three hex and some single hex, several orchard hexes, a road roughly bisects the playing area, with a fork from Y6 off to the West. Worth mentioning is a sunken road in Y2/Y3.

Before play a quick look at chapter B is a good idea, and you need to read the terrain notes in the *BtB* pack. If you can, read "B9.5 Bocage" by Ian Daghish in *ASL Journal 3*. The article gives a really good historical background to the fighting in Normandy and has two superb photographs, one an

aerial view of some fields, the other of a road flanked by bocage.

BtB historical special rules allow HEAT/SCW to be fired at troops behind bocage claiming Wall Advantage. Expect a few Bazooka rounds to come your way, not just against the tanks, your infantry is a potential target. In return, well you have ten Panzerfausts and no prizes for not using them. A 16 FP IFT attack against any unit you can hit is worth considering. The bocage TEM affects the To Hit roll not the effects roll. Accept there is the chance of pinning whilst rolling for availability, and the risk of casualty reduction when firing, sometimes it is worth trying.

BtB 6 *Beyond The Beachhead*

Battlefield Orientation:

Only hexes V-GG are playable

Tactical Objective: The U.S. wins at game end by accumulating ≥ 8 VP. VP = 2 points each for control of hexes Y2, Y3; 4 points for control of Y6; 2 points for each PanIV destroyed (there is a total of 72 possible VP).

SCENARIO	VARIABLES
EC/Wind	Moderate, No Wind at Start
Kindling	NA

Historical Special Rules:

- Both tanks are Dug-In AFV (D9.54).

GERMANS Set Up First [ELR: 2] [SAN: 4] [NA]

Elements of the Fallschirmjäger Division 5: Set up on Board IV.

AMERICAN Move First [ELR: 3] [SAN: 3] [159]

Elements of the Companies K and L, 3-8 Regiment, 4th Infantry Division: Enter turn 1 or later on the west/northwest edges on between AA1-GG1-GG18-AA10.

Design: Chris Smith

On the defence bocage has some advantages. It provides a +2 TEM, allows concealed movement behind it, allows concealment gain as long as you have bocage TEM against every enemy unit (even adjacent ones), slows movement over them, blocks line of sight and divides the battle area into distinct zones. Unfortunately some of these advantages can benefit the attacker. He can move behind bocage and retain concealment as you do, gains concealment as you do and can exploit the division of the area into discrete zones. To improve your winning chances you need to persuade the attacker to move over bocage, through open ground, and into the areas you have defended most effectively, more on this later.

Bocage rules make a lot of sense once you understand them. If you can speak to someone who knows, better yet play them a couple of times and everything will be clearer.

Most of the other terrain in play is familiar to regular players, grain is in season, slowing movement and providing some hindrance to fire. Orchards are also in season, note some orchard road is in play, this is particularly important around Y6. Keep an eye out for small stretches of hedge, it has lower TEM than bocage and are generally easier to cross.

Brush up on sunken road (Y2/Y3). If captured these two hexes are worth 4 VPS in total. As depression hexes they only have a line of sight to adjacent hexes or from Y2 to Y4, and Y3 to Y1. Moving in or out is costly, over a hedge or bocage hex side, easy enough from a road. If the Yanks gain the hex(s) recapturing is tricky, perhaps not worth attempting unless you will lose if you don't try.

Understanding the terrain in play, particularly bocage, will help your game. Later I'll suggest a defence that takes account of the zones created by bocage and hedges, which you can exploit using your troops and fortifications.

Your OB is a mixed force of infantry, dug in armour and a small mix of fortifications. It's hard to say which is the most important as you need all three troop types to play well. The dug in tanks are important as they count for victory conditions. Their main strength is firepower; a 75L gun direct fire hit is resolved on the 12 IFT column, any critical hits are on the 24 IFT with reversed TEM. Bore sighting, target acquisition and short range shots will earn you some critical hits even if you are buttoned up. As you are dug in the bow machine gun can't be used, your coaxial MG can fire, and can be effective even if the enemy is behind cover or concealed. With a US sniper in play, lots of enemy squads, with small arms, white phos-

phorous grenades and machine guns running around, staying open topped has risks. Buttoned up you are better protected at the expense of a +1 modifier for To Hit rolls and lower residual FP. Buttoned up you can only be hurt by close combat or bazookas, your rear turret armour is just thick enough to stop MG rounds!

If hit by a bazooka the basic To Kill of 16 against your frontal and side armour (6 factors), or rear (5 factors) is a grim prospect. Your protection lies in being a tough target. The maximum range of a bazooka is four hexes, beyond that range you are invulnerable. As a dug in tank only turret hits (and critical hits) count, further a +1 size modifier applies. The basic chance of a hit at various ranges for a bazooka firing in the Prep Fire or Defensive Fire Phase is given below.

Range In Hexes	% Chance of Hit
0 38	
1 33	
2 27	
3 19	
4 5.5	

Any hindrances, or movement modifiers increase your chances of survival, conversely an enemy leader modifier or hero make the odds swing dramatically in the Yanks favour. With four bazookas and plenty of leaders the enemy is a serious threat. You should protect your tanks as best you can, making bazooka teams priority targets. The game isn't over if you lose a tank, or even both tanks it just gets harder.

Your infantry force is there to protect the tanks and kill Americans. Ok the enemy doesn't have a casualty cap per se, but he can't win without troops, and most players will slow their attack when they start losing squads. Listed as "Fallschirmjaeger", your men are light infantry, seven 4-4-7 squads equipped with two light machine guns and a medium, led by three leaders, the best with a -1 modifier. The MMG can bore sight, all three MGs can set fire lanes and should scare enemy troops. Another MMG would be nice, but let's work with what we have. It makes sense to place a leader with at least the MMG, to prevent cowering and retain ROF. The 8-1 leader is superb for this. The squads are there to man the machine guns, and provide firepower to aid the defence. Your troops best combat factor is morale, offset by a dismal ELR of 2. If replaced your precious squad becomes a conscript, with lesser morale, range and penalties for support weapon operation, cowering and movement. You need to survive enemy firepower intact as often as you can. Good solid cover and concealment can help, also avoid moving in the open or too close to the enemy.

Morale isn't perfect, range is perhaps more of a problem. At close range it's not an issue, beyond four hexes it halves your firepower. This could be an issue if you wanted to defend the Y1 to Y6 area against troops advancing behind the opposite hex row. That said enemy return fire is also degraded by the distance.

Raw firepower isn't your forte. Each American squad outguns you by 50%, in fire combat or close up. You should avoid close combat except to defend key terrain or guard the tanks. With numbers on his side, American troops can afford to exchange and can expect to do so at a favourable rate in close combat.

Accept you don't have inherent smoke, it's very useful in close terrain as you'll see in some American attacks. You can use the spraying fire option, useful against multiple targets in the open or hung up on wire. Your secret weapon is the panzerfaust. Historical Special Rule 1 allows you to fire at the earthen bocage bank and hope for a stream of molten metal to hit enemy infantry behind with a 16 IFT attack. Try it at least once, go all out for ten attempts if you are having fun.

Part of your OB is fortifications; wire, foxholes and trenches. Each has their uses. Wire is good for slowing down enemy movement, or making good cover hard to occupy. You can place it anywhere on the map, including the sunken roads in Y2/Y3. All fortifications are initially hidden, make sure you do as ideally your opponent will factor known dispositions into his attack. The less he knows the harder it is to counter your defences.

Foxholes and trenches are useful. The quickest way across a bocage hexside is to go between connecting trenches. You can rout towards trenches and rally with a -1 modifier. Foxholes are not as useful, even so they make good isolated outposts in say grain or woods.

Last unit to consider is your sniper. He'll only be seen if the Yanks are rolling low numbers, even so he is useful. The bazooka teams are dangerous, target them first if you can, go for leaders otherwise, then machine gun teams or squads.

Your opponents are a reinforced company of four leaders, twelve squads, two Infantry crews, three MMGs and four bazookas. Doesn't sound too bad when you say it fast! The enemy just about outnumber your men two to one. Individually basic American 1st line squads have your squads beaten on range and firepower, can use assault fire, have an inherent smoke exponent of three, or two for white phosphorous. Their main weakness is morale. Just six for a 1st line squad, and seven for the two elite squads and

infantry crews. A higher ELR of three helps the Yanks a bit but against the same attack your troops and the enemy would both disrupt on similar die rolls. The Americans do excel at getting back into the fight, due to their high broken side morale. Self rally is an option, more likely low ranking American leaders will dodge round behind cover encouraging troops back to the fight. Despite the ability to rally quickly low morale does affect 1st line US units surviving fire combat.

In close country range isn't too great an advantage, more worrying are assault fire and high squad firepower. Being able to move forward for little lost firepower is valuable. Often in *ASL* you have to choose between remaining in position and firing at full effect or moving forward to gain a better position and subsequently fire after the enemy at halved effect. Assault fire gives the enemy roughly two thirds of his firepower at up to three hexes range and the freedom to move. Some opponents will not exploit this, but the more aggressive ones certainly will. Another offensive option for moving enemy units is SMOKE. Regular smoke will provide greater protection for units' even those behind bocage, if adjacent worry about WP. The smoke exponent drops for the shot to just two, a hit automatically causes a morale check and strips concealment. A critical hit occurs if you roll a six on your coloured roll and reverse the TEM, at best you are pinned, more often broken and ELR replaced. Behind bocage you lose Wall Advantage then wait for the subsequent fire attack from the squad. Keep in view for this to happen your own defensive fire must have been ineffective, further placing smoke does trigger residual fire and may be subject to FFMO/FFNAM modifiers.

Most enemy squads will enjoy fire combat at all ranges, at five or six hexes you are at a terrible disadvantage, which is still bad but getting better as the range closes. In close combat, squad vs. squad is greatly in the Americans favour, you will win some close combat's but not many, besides you haven't enough troops to exchange with the enemy on anything like an equal rate.

Don't despair at this stage, the terrain and your tanks, plus the harsh victory conditions keep you in the game. The American has a lot to do in a hurry, most of your fire fights will be from behind cover against troops in a hurry to cross some open terrain.

The enemy receive a generous allocation of support weapons. The four bazookas are there to take on your armour, as noted earlier if they can hit they will destroy armour almost certainly. Short range and the chance of immediate elimination make anti tank combat a problem for the enemy. Make

it more difficult by defending the tanks with nearby units, more on this later. HSR 1 allow for the bazooka to treat bocage as walls. Any basic hits are resolved on the 12 IFT table with no TEM and affect all infantry units in the hex. If you have troops in the same hex as a dug in tank expect this to happen, the bazooka crews might also target one of you stacks or even a lone squad if the attack takes out an important part of your OB.

Three MMG do not appear too threatening. Grouped together in a stack or adjacent hexes they can hit with 12 IFT up to ten hexes, well eight on board IV as line of sight limits fire to this. If rate is retained these weapons can do a lot of damage. The best counter to an MG kill stack is a tank with line of sight, it's a pity your armour isn't mobile or the American attack would be in more trouble!

Four American leaders lead the attack, the best is a 9-1, with an 8-1 and two 7-0. A bazooka can be operated by two leaders, I'd be surprised to see that. Would expect Leadership to be applied for To Hit rolls whenever possible. Would also expect leaders to attempt recover from broken units to keep the bazookas close to the tanks. Leaders help with movement, rallying, combat, can be used as scouts, and can even move to claim victory points for Location Control. Their location gives clue to the enemy's plans.

Enemy SAN should generate less attacks or activations in the course of play. Minimise the consequences by staying buttoned up if you can, and keeping Leaders with at least a half squad.

The most worrying part of the American attack for me is the option to make a phased entry. For example a unit could enter on AA1 and run to Y2 and Y2 or Y6, on turn five. Until all American units are on board you should allow for the possibility. Relax just a bit if the enemy charges on board on the first player turn.

In summary the American infantry has slightly weaker morale, offset by fire combat ability, range, smoke and just plain numbers. Anti Tank capability is enough to destroy isolated armour. By careful play you can exploit lower morale, neutralise fire combat advantages and make you armour either difficult to destroy or deadly to American units.

Several things worry me, the size of the attacking force, their bazookas and the terrain. I worry more about the phased entry of US forces, the close proximity of their entry area to Y2/Y3 and any tanks near a board edge. I worry most about the scenario length. Five turns is a long time for an outnumbered force to hold out against serious firepower in close terrain. The Americans could assault move and advance every turn

and cross from the GG hex row to Y in four turns ready to win on the last turn. To win you will need to slow progress across the board.

Mostly you will be keen to watch the turns tick away, particularly if the Yanks are still to gain control of hexes or destroy armour. On turn five you really do need to concentrate. You must keep the Yanks away from victory hexes and protect the armour as best you can. In the enemy player turn use fire combat to deal with units that threaten to gain VPs, you can ignore the others up to a point. Generally melee is to be avoided, on turn five well conserving your forces doesn't matter as much. If you can melee and win great, but just being in the hex retains Control.

In your following player turn, if the game is still alive you'll likely need to consider two things. Firstly keeping your armour alive, secondly retaking any enemy Controlled victory hexes, or at least enough to earn a win.

How do you keep tanks alive? Well obvious stuff like killing enemy troops that can hurt them that means troops in the same or adjacent hexes or bazooka teams, starting with the ones with the best practical shot to you. It also means changing covered arc to put your best armour towards the enemy, going crew exposed for the best possible shots in prep fire as a stunned crew doesn't really matter, and trying to tie up key enemy squads by provocative movement or melee.

To capture terrain, well you'll need to balance fire and movement. The tanks can't move which helps as all you should do with them is shoot their Main Armament and CMG. If you are prone to "paralysis of analysis" shoot them first, it's sweet if you do the original fire mission then get rate. Then look at your troops. You want to overload the defence if you can't shoot it to bits. It's hard to give detailed examples as a lot depends on terrain and more importantly enemy dispositions. At worst you'll be charging a conscript half squad into a stack and looking for double one. Better prospects are massing two or three squads against a key hex, surviving some of the defensive fire then either doing the job by your own advancing fire or winning a melee.

Don't give up too soon in a close ending. I've a habit of resigning when can't see a winning strategy that must have cost me some improbable wins. If you can stay optimistic and see a win play on, even if it involves leader generation, HoB or an unusually active sniper, *ASL* is a beautiful game that involves dice and sometimes they are kind.

GERMAN SET UP

Although your OB is small, it does contain fortification counters that can set up hidden in concealment terrain. This is very important. Your other troops are concealed but knowing where everything else is really does give the American player ideas!

Wire always slows movement, at times very dramatically, if covered by defensive fire it becomes lethal, bore sighted leader directed MMG fire against troops non assault moving in the open could be subject to a -6 modifier, putting most attacks deep in KIA territory. Entering from off board the first units on could walk straight into this. Most US players will counter by scouting with a few half squads and delaying the entry of units that would land on wire. Setting

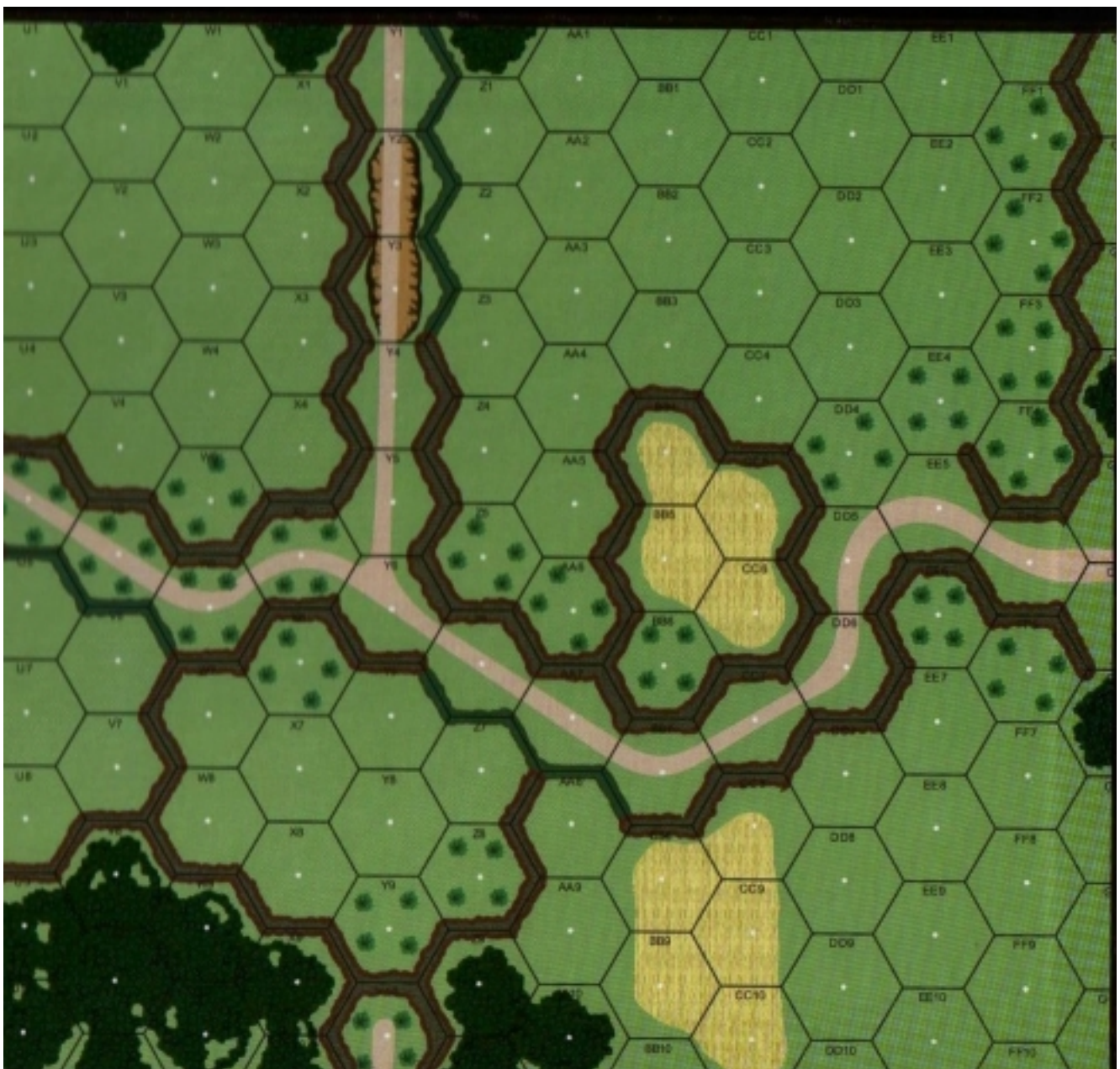
traps is fun as long as something lands on it. With three wire counters you have to balance the needs to slow enemy movement against the pleasure of killing a squad or more. Perhaps a better use of wire is to slow or prevent road movement. Anywhere on the road from Y6 to GG5/GG6 is worth considering. Any location chosen will be more effective if covered by fire, even a squad or half squad's inherent FP is enough to impose further delay. Wire can be located with your armour. If affords no protection against bazooka rounds, it does make moving into the hex more difficult. You can also place wire on top of your troops at the game start allowing them to move away freely but slowing pursuing Americans. This is a good trick in terrain that is useful to both yourself and the enemy, say BB4, CC5 or CC6 amongst

others.

Not all choke points are on roads. If you are keen to defend Y2/Y3, wire in AA1, maybe BB1 as well makes entering on the board edge harder. There is something to be gained from placing wire on the Victory hexes, Y6, Y2/Y3. As sunken roads the Americans don't get line of sight to the wire until they are virtually on it. If the enemy are using a lone unit on a long run to take Y2/Y3 this has a good chance of frustrating them. How about placing wire above a trench counter, preferably one connected to another trench or trenches. Ideal for a hedgehog around Y6?

Last idea, well put a tank in W5 with wire in X5, Y6, and Z6, you cover Y6, without excessive exposure to bazooka fire.

There are a host of choices, unfortu-



nately only three wire counters. Almost certainly I'd put one in AA1, very likely another in AA10, and the third somewhere along the road. Anywhere that gets in the enemies way is an excellent choice, and your own ideas are as least as good as mine.

With so much bocage in play what are the trenches and foxholes for? Well many things. The connecting trenches are a fast way through a bocage hexside, they are rally terrain conferring a -1 modifier and give a +2 TEM if you occupy them. That modifier is useful on the edges of your position, say the woods in Z0, Z9, or Z10. As a rule of thumb use the trenches if you are defending adjacent hexes, use a foxhole if it's a lone squad or half squad position. It's unlikely you will want to dig more foxholes during play, do it if you've idle squads in a position you'll be making a last stand.

Remember most GI will know how a trench or foxhole works and will also use it for cover, or to allow unit's to rout more easily.

Placement of fortifications does become easier when it's done in relation to your other troop dispositions. Give thought to how you want to win. Do you need to defend both Y2/Y3 and Y6, keep the armour safe or are you going to keel all the attackers?

Your choices are a linear defence either along the Y hex row or further forward, a hedgehog around Y6, or Y2/Y3, weakly defending both areas, or a defence in depth. All have the potential to work depending on the American plan of attack.

A linear defence seeks to contest American movement across the board, from Y1 to Y5 there is a convenient line of hedge or bocage to give cover and concealment to your troops, you will also need additional

positions say round the Z9 woods, CC9 grain field and/or the enclosed grain field at CC6. If the enemy probe by attacking across the whole board width this can be an effective defence. It can fail if the Yanks concentrate on part of the line, destroy the troops there then roll up the rest of your positions. You still have counter play, if you fall back and try to rush troops from uncontested board areas to where the fighting is. Use fortifications to provide cover in low TEM terrain, wire to slow movement in front of essential terrain like roads, and approached to either armour or victory hexes.

Defending the whole board width is not everyone's preference, you might pick a key area to concentrate. You might opt for Y2/Y3, Y6 and locate one or more tanks close to the chosen area or areas. The aim is to make some VPs much harder to earn for the Americans whilst offering a weaker defence for a sector you don't plan to control at the game end. For example if you want to hold Y6, try all your trenches on or around the hex, wire the roads and as much of the adjacent cover as you can, site the tanks to cover the area with fire and hold tight. Putting a tank actually in Y6 is allowed. To enter and gain control of the hex requires the tanks destruction or neutralisation. If you do mass everything in a small area, enemy counter play benefits from faster movement on board, if the attacker masses close to Y6 you can expect to inflict heavy casualties as he attacks but not always enough to stop him winning. By using some of your troops as speed bumps you delay the final attack and can earn a win. For experienced players you might use almost all your troops to slow enemy forward movement, engage in a series of short fire fights then gradually move or

rout back to Y6 for the last couple of turns.

Using the hedgehog idea to defend a wider area, never really works too well, unless you are lucky or the enemy splits his forces to attack both positions simultaneously.

In my opinion your best defence is a series of discrete defensive positions, few of which will be held to the last man. Several likely spots are scattered across the board, the A1 woods, CC6 enclosed grain field, CC9 grain field, and Z9 woods, you can also add numerous orchard hexes and bocage hex sides. The absolute maximum to defend any one of these sectors is three squads, a leader and a machine gun. More than that and other sectors will be sparse. In each area plan for mobility. By this I mean have a planned route for part of the force to move away to aid the defence of other positions if it is bypassed. Some areas might be defended by just a squad. You have enough leaders to try adding a LMG and leader to the spot to give it move strength. Take the A1 woods, a LMG, squad and leader there in a foxhole can't resist the entire US force, it can delay them for at least a turn, maybe two.

Dug in armour just can't move. If it starts forward it stays put until destroyed. The tanks gun and coaxial machine gun are best used from as long a range as possible. Flank them with infantry to protect them, if you can engage in a fire fight where your infantry neutralise the anti tank threat the Panzer IV will return the favour by chopping infantry to bits.

You can spice up any defence by setting traps, wire in an unusual but not stupid space, bore sighting, and exploitation of movement. You can retreat from one sector to move troops into position to attack another then bounce back to face the original threat. Use panzerfausts when you can. Two or three shots is good, more than that even better, and some praise is in order if you run out of panzerfausts (it doesn't happen very often).

Don't get sentimental about troops, support weapons, victory hexes or even armour. There is no casualty cap, no one cares if your machine guns are still all working at the game end, and you can lose some tanks and some territory but still win the game. Similarly killing enemy troops is a means to an end, don't be gentle, don't count the damage you do that's not your mission.

Above all have fun. You should win if you are generally able to engage the enemy on better terms. By this I mean by having an advantage in numbers, firepower or better TEM. To lose quickly you need to allow the Americans to move and conceal quickly, to pick the sectors he wants to attack in force or just be diced!



A Sherman cutting through bocage.

AMERICAN ANALYSIS

Before playing any scenario you should carefully read the victory conditions, or in this scenario tactical objective. To win you must earn 8 VP by the game end, out of a total of 12 VP on offer. You can do this with just territory bag Y2/Y3 and Y6 for a win. Or a mix of destroyed tanks, and occupied terrain. Brush up on the Control rules, it's painful to lose because of a continuing melee or because a tank isn't actually destroyed, just stunned or abandoned. Don't forget points are counted at game end. Any tanks destroyed are certain points, but you must have Control of a VP hex at the end of German player turn five for a win. This allows for a German counter attack late in the game.

Tactics will depend on where the tanks are located. If everything is in or around Y2/Y3 and Y6, you may well end up in a tough fight that can be won with more VP than you need, or the enemy armour may be remote from the action giving you only the option of gaining territory, but having an easier time as the Krauts lack fire support. These are extreme examples, many enemy defences will give some scope for greater choice over what and where you aim for.

Casualties aren't too much of a problem, expect to lose a lot of squads, aim to have just enough force to defeat the remnants of the defending troops.

The Fallschirmjaeger you face are not trained airborne Infantry or you would be up against 5-4-8 squads with an ELR of five. Instead they are ad hoc units formed from Luftwaffe ground personnel and Flak gun crews. They are still reasonably good troops with a morale of 7, but a lower ELR of 2. Compared to your own 1st line squads they are less likely to break, but equally likely to ELR replace. In an even fire fight your resultant 5-4-6 (2nd line) squads would be facing 4-3-6 conscripts and fully expecting to defeat them. You also gain by higher broken side morale, getting you back into the fight quicker and helping to resist further fire attacks whilst broken. If the enemy stands directly in front of you and the game degenerates into a fire fight you should expect to win most of the time. Unless having a local superiority in numbers, firepower or protection the Germans will not risk it, and you can't blame them.

In addition to slightly weaker morale/ELR the German infantry isn't very numerous. Seven 2nd Line squads, stiffened by three leaders, and some machine guns is almost half the size of your force. It gets better if you look at squad firepower, the Krauts get 28 factors from their infantry, 11 from their machine guns and another 10 factors from

coaxial machine guns, plus two 75mm Guns. Against this you have 72 factors for your infantry squads, 8 for your MMGs and four bazookas which are roughly equivalent to a 75mm gun if they hit (honest). It's certain you outgun the enemy.

Even so this will not be a walk over. German leadership is very good, an 8-1, 7 two 8-0 for a tiny force of seven squads. The leaders will mostly be used for preventing cowering, rallying squads, and faster movement. There are enough to help stiffen a critical melee, do a heroic run to try for an unoccupied victory hex, and perhaps create the illusion of a stronger MMC or stack when concealed. The Jaegers can use spraying fire, useful for placing lots of Residual FP in areas you want to run through.

Further help comes from the machine guns, two LMG and a MMG. All three can place fire lanes, the MMG can bore sight, and has a higher rate of fire. The extra -2 modifier for bore sighting is deadly, chances are the unit that finds the bore sighted hex is going to get hurt, perhaps killed. The LMGs are less of a threat, they generally add firepower to another units attack rather than doing a lot of damage on their own. If you can capture one or more machine guns put them to good use against any remaining enemy infantry.

Expect some panzerfausts to be fired at troops behind bocage. An HSR treats the earthen banks of a bocage as a stone wall, the 16 IFT attacks coming your way are representative of explosive blast and a stream of superheated metal that can kill, wound or scare nearby troops. There is a slim chance of the firing unit doing themselves harm, it can happen though.

The infantry is the back bone of the German force, they do need help, and get it from some attached armour and fortifications. My bug bear is the wire, all fortifications begin the game hidden and only become revealed when you have a line of sight to them. In the case of trenches and foxholes this isn't massively important, the wire though is different. If you plan to mass in a small sector movement can be complicated by wire (B26). Wire slows movement, degrades combat performance and makes incoming fire more deadly. It complicates rout. Generally you should avoid it if you can.

Wire isn't impossible to traverse, it requires a dr less than your available MF. If the obstacle isn't covered by enemy fire this should mean a delay rather than fatalities. Wire is more dangerous when it is defended. For instance on top of a dug in tank or on top of an occupied enemy trench, TPBF anyone?

You can cope with wire better once you know where it is, find it by probing with

less important scouting units before you move on more important units or stacks.

The enemy can start below wire, once he moves off though it cramps his movement options as well. Use this in your planning, particularly if you can isolate part of the enemy force and make some of the others cross or carefully avoid wire to come to the beleaguered sectors aid.

With so much bocage in play, foxholes and trenches aren't as important for providing cover. There are sectors where they can be, say in a woods or grain hex, more often they are used for cover for routing units. Trench has the advantage of connecting trenches allowing the fastest possible access under a hedge or bocage hex side.

Both types of entrenchment are neutral, drive the enemy out and they are yours to use. Don't forget all hidden fortifications behind hedge or bocage are revealed as soon as you have a line of sight to them. This applies even though you might not have a line of sight to any occupying troops.

The tanks have already had an impact before play starts. In the historical perspective Lt Colonel Strickland has added extra men and equipment to the attack because of the dug in armour and absence of American tanks. Without the armour a smaller force backed by tank destroyers would be taking the position.

The tanks are dug in either to reduce the threat of air attack or artillery bombardment, or simply because they are immobilised. As a dug in AFV (D9.54), it receives a +1 to hit DRM, and can only be hit in the turret. This isn't bad news. It can't overrun, has no useable bow machine gun, and loses its mobility. Its armour is modest, six AF front and side, five AF rear. If you can hit it with a bazooka round you should destroy it barring a dud, "10" or "11" that cause Shock or possible shock results. Hardest part is securing a hit. A moving bazooka team needs to be close, or just plain lucky. Two hex range is enough, then blaze away with as many bazookas as you can till the job's done.

Whilst all this is going on the Panzer IV will of course be returning fire with coaxial machine gun and 75mm cannon. Life is tough. Facing the tanks firepower whilst in the process of destroying it is an acceptable risk. Staying at long range hiding under an acquisition counter at long range waiting for the gun to malfunction isn't an acceptable risk. In brief the tanks are dangerous, they can be destroyed if you risk some units.

To recap. The enemy forces are a mass of fortifications, a small company-sized infantry force with good leadership and plenty of machine guns, plus two dug in Panzer IV tanks.

Your own troops are part of the Ameri-

can 4th Division, nicknamed Ivy, perhaps from the Roman numerals (IV). Elements from two companies are present, giving you twelve squads, four leaders, and a couple of infantry crews. Most of the squads are 1st line 6-6-6 squads, with two of elite 6-6-7 squads. Leadership ranges from a pair of 7-0s to a 9-1, with an 8-1 also present. The leaders are there to do the usual things, rally troops, assist fire attacks, speed movement et al. I've known player be quiet aggressive with their 7-0 leaders, using them for scouting, gain control of unguarded hexes, and even drawing fire, it can be effective and fun. You do fairly well for support weapons, three MMG and four bazookas. Machine guns add firepower, lots of it, together they add 12 factors, with a chance of rate. Long range allows them to take position behind a bocage line and blaze away until the enemy withdraws, or disintegrates. Bazookas are really there to take on armour. As outlined earlier as long as they can hit it destruction is the most likely consequence. As you approach the armour though there is scope for using the bazookas against infantry targets behind walls, Freudian slip meant to write bocage! If you get a hit it is resolved as a 8 FP IFT attack against all infantry troops in the hex. If the target is a broken conscript half squad about to surrender the risk of losing the bazooka argues against taking the shot, but if the target is more valuable it's worth the risk. I'd certainly shoot at any large stack, as taking out enemy infantry helps an awful lot. How to use the crews is a judgement call, they strike me as bazooka teams, good for going after isolated armour. The crews can self rally so don't need a leader to

help them rally, they have higher good order morale and you don't lose a squad or half squad's firepower. Alternatively the crews can operate machine guns, if working together you can form a two hex fire group that spits out 8 IFT attacks to the horizon (less than ten hexes), without covering but with the chance of rate, a third crew would change my mind on this, making an MG section much more attractive.

Back to the squads, best news is firepower, $12 * 6 = 72$ FP, or 144 FP at one hex range. That is noisy and dangerous. The terrain and enemy action will make firing most of your units at full effect improbable, but you should expect raw firepower to do part of the job for you. Long range potential isn't that useful, in close terrain don't expect too many chances to exploit this, more often you will be shooting at one or two hex range. Assault fire is worth having, a basic squad moving forward still has 4 factors of fire power up to three hexes range, if moving adjacent you get an 8 factor shot against unconcealed units. Moving forward should feel right. Not convinced, how about smoke, you've an inherent smoke exponent of three, or two for white phosphorous. Smoke can cover forward movement, reducing the effectiveness of enemy fire. Dropping regular smoke on top of an enemy unit makes out going fire subject to a +3 TEM as good as a stone building. WP is less effective providing cover, and is harder to get, offset by the potential to cause casualties on troops in the same hex. Throwing a WP grenade over a bocage bank automatically causes all Infantry present to take a morale check, and lose concealment. The TEM is used to modify

the check so you'd expect the enemy to survive in tact most of the time. If the morale check roll coloured dice is a 6, the TEM is reversed at the very least that's a broken MMC, could even be replaced! There are of course complications, throwing smoke grenades can trigger defensive fire, it does trigger residual/fire lane attacks as well, so think it through.

Firepower and WP can do a lot of damage, if you can encircle enemy troops Infantry will melt away. At times though close combat makes sense. You can afford to exchange squad for squad, and go into melee with a 3:2 advantage for full strength squad to squad tussles, enemy return attacks are on the 1:2 column, so you should win. Idea gets more attractive against pinned or reduced units, or inexperienced conscripts. Assess each situation as it arises, make sure it's part of an overall plan, and do not expect to come across the dilemma very often. The exceptions are likely to be on turn 5, when control of territory is very important. You will want to dive into close combat in Y2/Y3 and Y6, and will likely be on the receiving end of some in the last German player turn! Don't get a red mist, if you are fighting against a conscript unit on the last turn a capture attempt is subject to a -1 modifier. If attacking into the hex this is a must do as to gain Ccontrol you have to win the melee and survive. If defending well it is classy but doesn't help, you can only capture if you have a unit in the hex, in which case you retained control of the hex and any VP.

Don't forget your sniper. Against a tiny enemy OB each attack will help you a little. If target selection arises, don't always go for the obvious leader. A pinned or broken MMC particularly one with a support weapon can be a better choice in this scenario, the target of choice though is an exposed vehicular crew.

The size and strength of your attacking force compared to that of the defenders is certainly an asset, the terrain does favour the defence slightly, what does worry me more is the scenario duration. Five turns can seem like a long time, and to be fair it is. Y6 is at most ten hexes from all of your entry areas, with a perverse streak you could travel thirteen hexes from Y2/Y3 to reach the furthest entry point. The journey can be reduced to under six hexes by carefully selecting an entry point. The problem, well, put wire along the route, a bit of defensive fire, a squad or a tank, and a leisurely ramble becomes rather dangerous. You need to strike a delicate balance between risking casualties by running in the open, and very slow progress by careful use of massive prep fire attacks, smoke and assault movement. The enemy armour can mess up any timetable,



American infantry cross a lane in bocage country while under fire.

by stubbornly resisting bazooka shots, and dealing out damaging fire attacks in reply. With more time you could concentrate on part of the enemy line, destroy it and move on to the next chunk. Even so, five turns is enough, use the first for probing the enemy position, then the next four for gaining your objectives.

Historically bocage proved difficult terrain for the Allied forces. It channels and slows movement, provides solid cover and concealment, and limited the effectiveness of air and artillery support. Initial German success was neutralised by two things, slow attrition and more importantly improving Allied battle field tactics. I think the trick is to appreciate all of the disadvantages of bocage can also be used to your own advantage. Specifically exploiting the way bocage splits the map into distinct sectors, appreciating enemy movement is complicated by terrain (and not possible for the tanks), and that you too can exploit the protection and concealment benefits of the terrain. I'll go into more detail on this in describing set up ideas.

The most important pieces of terrain on site are the victory hexes Y6, Y2/Y3, and the hexes containing the armour. It may be that one or two victory hexes contains an AFV. The PzKfw IV are not hard to spot. D9.54 states dug in AFVs are to be represented by a vehicle crest counter from *West Of Alamein* (or *For King And Country*). The position of the tanks should be apparent. If your opponent would like to use a vehicular turret counter to represent the vehicles, well that's ok so long as he shows you where they are, otherwise you can't plan your attack. The tanks are important for their VP, ability to damage your troops and the rather scary rule that gives them Wall Advantage over hedge and bocage (D 9.52), until abandoned, in melee, shocked or stunned.

All other terrain becomes important for planning routes to enemy positions, and deciding where you will attack. You need to be up to speed with bocage, hedge, grain, orchard, road, sunken road and woods terrain, plus wire, foxholes and entrenchments. Best advice I can give on this is read the *ASLRB*.

What might help though is drawing attention to the way bocage/hedge creates isolated areas, and limits fire from different parts of the board. For example the grain/orchard field BB4/5/6, and CC5/6, has commanding views of A1 to FF0 to FF5 but is totally unable to observe much else. Given enough time, perhaps 10 or 15 minutes you can assess what can be seen from each enemy position. If you are lucky you'll see a gap that you can exploit. Be careful though, think about enemy wire, and the ability of

enemy Infantry to move!

My own opinion is terrain is key to winning this scenario. If you can rattle your opponent by making him feel you are gaining too much advantage by exploiting the cover and concealment bocage provides you are well on your way to a win or at the very least an enjoyable game. To lose place too much emphasis on speed, try to win in three or four turns, or place too much reliance on long range firepower to degrade the enemy force without gaining any ground!

AMERICAN SET UP

Attacking from off board you have plenty of choices, ranging from a massed attack on turn one from a single sector, all the way through to a phased entry of units over the whole five turns arriving from different board edges.

If you are fairly new to *ASL*, a direct attack through the AA10 woods and adjacent cornfield with most of you units has a fighting chance against most set ups. It will not work if the Germans are massed to repel the attack, as an alternative look at the GG5/6 road, plenty of cover and a road that speeds movement later in the game for late entry units or rallied troops. Be a bit careful with entry. The enemy have wire, so lead with a half squad or 7-0 Leader either through the hexes you want to enter on or from a nearby hex with a line of sight. If you find wire, assess whether going through it is going to work or should you delay entry a turn?

The *ASLRB* rules 'A 2.5 ENTRY' and 'A 2.51 OFF BOARD SET UP' are worth a read. Very few of us use a blank board for off board set up, for this scenario I'd recommend it for two reasons. Firstly if you are scouting ahead of the advance of your main force you may discover wire or trigger hostile residual fire in your original intended entry hex. The rules allow off board movement on the board used for set up. Units stacked with a leader could move up to six hexes off board without being subject to any for of observation or attack, then advance way behind the area most defenders would expect you too. The second idea is similar, you can delay entry and decide to nominate a new entry hex within four hexes of your first choice, to be used on the following turn, you can continue to do this up to the last turn, so could be 20 hexes behind the AA hex row, well obviously you wouldn't do that but you could. Attacking from a less extreme but unexpected direction should help your game.

If gaining ground off board doesn't appeal, well there are plenty of alternatives. Forming your troops into small platoons of

three or four squads plus a leader then directing them towards objective hexes has potential. You can support the attack with a heavy weapons platoon of machine guns and bazookas or split the support weapons between the three or four platoons you form. Against isolated armour, you need anti tank weapons not firepower, perhaps an attack with two or three bazookas from different directions deserves to work, I'd go for using all four just to be sure and try to take one tank on at a time. Don't feel you must destroy the tanks. The VPs are welcome, but if you have to suffer high casualties to earn them your force may not be strong enough to take enough territory for a win.

Try for smoke and WP, shoot bazookas at the enemy infantry, enjoy close combat, gain concealment, try for smoke and mass firepower against isolated positions. Have fun, and let your opponent have some too. Expect some surprises in the enemy set up, you wouldn't put wire there, but he will for his own reasons. Enemy units will move, and not too the places you want or expected, and the Germans will have their share of luck.

As long as you focus on ultimately earning victory points you will have a lively game even against more skilled opponents. Your OB is large enough to make some mistakes without taking you out of the game, and I'd expect most German players to face a credible threat of a last turn dash to win even if they actually outnumber you!

CONCLUSION

'Men Against Tanks' is my favourite scenario from the *Beyond The Beachhead* pack, there is a good balance in the fighting between a larger American force against a weaker opponent who needs all the help they can get from the terrain and of course their dug in armour. Bocage line of sight only gets really tricky when hills are present, the HOB IV board has no hills, no valleys, only a sunken road, making play easier. The map is simply beautiful, a field layout that looks similar to a colour aerial photograph, a twisting network of roads, clusters of woods, and orchards, plus hedges as well as Bocage.

For choice would go for the Americans they can exploit any weaknesses in German set up, and have enough troops to survive a few mistakes and still be around fighting on turn five.

If your defensive game is good though, there is a lot to be said for playing the Germans, dug in tanks, lots of fortifications and generally helpful terrain give you a worthwhile game.

Cavalry On The East Front

Some Brief Notes

Soviet Union

The Russians maintained a huge cavalry force during the war with Germany, although only six divisions' worth were ready in June 1941. The Soviet command took mounted troops very seriously, as they had been a key element in the Russian Civil War. While many armies believed they could operate horsed and mechanized units together during their pre-war planning, only the Red Army really made this work on a large scale.

Germany

Germany fielded a cavalry division in the early months of Operation Barbarossa, and most infantry divisions had squadrons for scouting. An SS cavalry brigade fought in the 1941 campaign.

In 1944, the German army revived its cavalry force, forming two brigades that they later expanded into weak divisions. These troopers carried more automatic weapons than the early-war squadrons.

Italy

Like the other European powers, Italy had a cavalry corps in 1939. These troops fought in the Balkans in early 1941 and deployed to the Eastern Front later that year as part of the Italian expeditionary corps.

Regular army cavalry did not fight in the North African campaign, but there were Italian Colonial troopers, Eritreans or Ethiopians in Italian service. They fought well in the East African campaign, and the 14th Cavalry Group (roughly a battalion-sized unit) was the last Italian unit in East Africa to surrender, surrendering in August, 1941.

Romania

Romania provided the third-largest army in the European Axis, and its largest cavalry force. Only the Soviet Union fielded more mounted troops than Romania. Initially formed in two oversized divisions, in the summer of 1939 the Romanian cavalry underwent serious reforms. Six independent brigades were formed, and the troopers received modern Czech-made rifles and machine guns. Three of the brigades were par-

tially motorized at this time. In the spring of 1942 the brigades were expanded to become divisions. Being the main Romanian formations suited to mobile warfare they saw extensive combat in 1941 and 1942.

Hungary

Two cavalry brigades served in the Hungarian Mobile Corps in 1941, but when the Army General Staff tried to dismount them Admiral Horthy intervened and insisted that Hungarian tradition demanded that the cavalry remain on horseback. In 1944 the various cavalry units were formed into the 1st Hussar Division. The cavalry division served in Poland in 1944 as part of the German I Cavalry Corps, fighting very well, and in Hungary in 1945.

Finland

Finland had a brigade of cavalry in 1939, that fought throughout the Winter War and the Continuation War. One of the Finnish Army's elite formations, it usually operated together with the crack light infantry brigades.



SS cavalry in Russia.



Romanian cavalry in Dnepropetrovsk, May 1943.



German cavalrymen in Greece, April 1941.

SASL Cavalry

An Optional Rule for SASL

It is inevitable with such a complex game as SASL, where inevitably some things must be left to the player's judgement (and conscience) as to what is in the best interest of an ENEMY unit or side as a whole, that there are times when some things are not so clear cut. Also, due to the all-encompassing nature of ASL combat which covers virtually every facet of WWII tactical combat, some situations arise which were possibly not considered for SASL.

Cavalry was still a fairly important service in many armies in WWII, especially for Poles, Russians and Germans. ASL addresses this very well but at present there is no chance of using Cavalry in SASL under

the official rules. The following are an attempt to redress this.

XC1 Should any Elite MMC [EXC: Elite or 1st Line if Russian] be received, either by S? Activation or RE, make a further DR to determine whether these are Cavalry:

DR Nationality

DRM

4 Polish, Russian

-1 if in Advance Attitude

-1 if Germans vs Russians or Partisans (EXC: France)

3 German, French (5-6/40), Greek, Yugoslav, Hungarian, Romanian, Japanese

(vs Chinese/Russians only), Italian (vs. Russians only)

2 British (Middle East up to 12/41, not North Africa), US (Philippines up to 5/41 only), Chinese

Any SMC received as part of the same RE/Activation-dr are also considered Cavalry.

XC1.1 Should the Cavalry MMC be received as part of an RE required to enter from offboard, or was Activated as an S? in the ENEMY MPh, or the ENEMY Attitude is Advance, then the appropriate-sized Horse counter is received as follows:

If the MMC was Activated during the ENEMY MPh, or enters onboard as part of an RE, it is placed as a Rider on the Horse counter. Any Leader received at the same time is placed with the MMC and is considered a Rider.

If the MMC was Activated during any other phase, the MMC is placed under the Horse counter.

If the MMC is in a hex that would prohibit entry of a Horse unit, the Horse counter is placed in an adjacent hex in the following order of priority: highest TEM: unit(s) of same side in hex: out of LOS of FRIENDLY unit(s): any non-prohibited hex (make Random dr in the event of a tie). If no such hex is available, the Horse counter is forfeit.

XC1.2 If any SW is received for a Rider on a Horse counter that would exceed the Rider's PP capacity, it is forfeit.

XC2 CAVALRY AUTOMATIC ACTIONS: All normal SASL rules for ENEMY unit automatic actions apply except where stated below.

XC3 CAVALRY FIRE: All normal SASL fire rules for ENEMY units apply except where stated below.

XC4 CAVALRY MOVEMENT: All movement rules for ENEMY units apply except where stated below.

XC4.1 ENEMY MOVEMENT TABLES: ENEMY Cavalry units use the A4 Tables except as noted below:

Hold Attitude

For "Assault Move" (Move Command 2, 3, 4, 5), read "Dismount". If the Cavalry unit is not within LOS or within range of any FRIENDLY MMC/stack with > 4 FP it may then carry out the rest of the command, otherwise it stops.

Advance Attitude



XC4a: Hold Attitude

ENEMY Cavalry Movement Table

DR	Move Command
2	Dismount and move one hex toward nearest VPO Location; toward nearest Infantry Target; towards nearest Target.
3	Dismount and move into any adjacent higher or building Location (if possible) if Target exists therefrom; dismount and move one hex toward nearest Target in LOS; into adjacent Location with TEM > TEM of current Location; toward nearest building Location in LOS; otherwise see Move Command 7.
4	Dismount and move one hex toward nearest FRIENDLY-Controlled VPO Location in LOS; toward nearest FRIENDLY-Controlled VPO Location; toward nearest VPO Location; toward FBE; into best TEM.
5	Dismount and move into adjacent Location with TEM > TEM of current Location; into Location with any positive inherent/hexside TEM with Target available therefrom; into any Location with positive TEM; random direction.
6	If any Good Order FRIENDLY unit in LOS see Move Command 5; otherwise see Move Command 11.
7	Move full MF, RAS. Stop and dismount upon entering any Location with positive TEM if a Known Good Order Target exists, or stop and dismount upon entering any (previously) FRIENDLY-Controlled VPO Location.
8	If in LOS and range of Known Good Order FRIENDLY unit dismount and move into adjacent Location with best TEM; any positive TEM; with most Targets available therefrom. If not within a Known Good Order FRIENDLY unit's range and LOS move full MF toward closest building Location in LOS; building Location with best TEM. Stop and dismount upon entering any Location with positive TEM if a Known Good Order Target exists, or stop and dismount upon entering any (previously) FRIENDLY-Controlled VPO Location.
9	Move full MF toward nearest FRIENDLY-Controlled VPO Location in LOS; not in LOS. Stop upon entering a VPO location or by expenditure of all MF.
10	If >=3 GOTs exist dismount and move into adjacent Location with best TEM; out of FRIENDLY LOS. If <=2 GOTs exist, dismount and move one hex toward closest Target; into best TEM; out of most FRIENDLY units' LOS. If no GOT exists move full MF, RAS. Stop and dismount upon entering any Location with positive TEM, or any VPO Location, if a Known Good Order Target exists.
11	Move toward nearest FRIENDLY-Controlled VPO Location in LOS; otherwise one not in LOS but closest (in hexes). Gallop if necessary. Stop and dismount upon entering a VPO Location or by expenditure of all MF.
12	If Known FRIENDLY unit in LOS the unit(s) Charge! Any Leader present must take a NTC: if this is passed, a Cavalry Wave is formed (if possible [A13.62]). If no Known FRIENDLY unit in LOS see Move Command 10.

XC4b: Hold Attitude

ENEMY Cavalry Movement Table

DR	Move Command
2	Dismount and move into adjacent Location with best TEM; toward nearest F-CVL.
3	Move toward nearest FRIENDLY-Controlled VPO Location in LOS; if no such Location in LOS see Move Command 5.
4	If >=2 KGO FUTs in LOS see MC 2; otherwise Charge nearest FRIENDLY unit in LOS if in range, else move full MF towards it; if no FUT in LOS move full MF (REH), stop and dismount upon entering any Location with inherent TEM of >=+1, or any VPO Location.
5	If any Known FUT.
6	If any Good Order FRIENDLY unit in LOS see Move Command 5; otherwise see Move Command 11.
7	Move full MF, RAS. Stop and dismount upon entering any Location with positive TEM if a Known Good Order Target exists, or stop and dismount upon entering any (previously) FRIENDLY-Controlled VPO Location.
8	If in LOS and range of Known Good Order FRIENDLY unit dismount and move into adjacent Location with best TEM; any positive TEM; with most Targets available therefrom. If not within a Known Good Order FRIENDLY unit's range and LOS move full MF toward closest building Location in LOS; building Location with best TEM. Stop and dismount upon entering any Location with positive TEM if a Known Good Order Target exists, or stop and dismount upon entering any (previously) FRIENDLY-Controlled VPO Location.
9	Move full MF toward nearest FRIENDLY-Controlled VPO Location in LOS; not in LOS. Stop upon entering a VPO location or by expenditure of all MF.
10	If >=3 GOTs exist dismount and move into adjacent Location with best TEM; out of FRIENDLY LOS. If <=2 GOTs exist, dismount and move one hex toward closest Target; into best TEM; out of most FRIENDLY units' LOS. If no GOT exists move full MF, RAS. Stop and dismount upon entering any Location with positive TEM, or any VPO Location, if a Known Good Order Target exists.
11	Move toward nearest FRIENDLY-Controlled VPO Location in LOS; otherwise one not in LOS but closest (in hexes). Gallop if necessary. Stop and dismount upon entering a VPO Location or by expenditure of all MF.
12	If Known FRIENDLY unit in LOS the unit(s) Charge! Any Leader present must take a NTC: if this is passed, a Cavalry Wave is formed (if possible [A13.62]). If no Known FRIENDLY unit in LOS see Move Command 10.

FIRE LANES

The following is a series of notes taken from various discussions on the ASL Mailing List over the past couple of years – Pete.

Can someone with some experience tell the rest of us what the use of and guidelines are for use of Fire Lanes? As in when the right (or wrong) times for using a Fire Lane are? What are the reasons behind using them as opposed to firing the MG at one known target? What terrain favours use of Fire Lanes over others?

WHO USES THEM

Fire Lanes are a defender's best friend. If you get them interlocked they are not easy to overcome. In critical sites (such as bridges) they can become a major problem – imagine a squad with two LMGs laying down two Fire Lanes along a bridge! Fire Lane can also be the best way to hurt Banzaiers. The problem is finding a decent line of fire you need to get them to work. Remember that you can lay down a Fire Lane along continuous crests (B.5), or, e.g. if you are on the 1st level on a building along the first levels of a hill in LOS provided you fulfil all the other conditions for Fire Lanes.

As the attacker I always look for a possibility to cut the defending forces in half by the means of Fire Lane. Always try to look for places from where you could lay down a Fire Lane against moving defenders that try to switch from one side to the other. This is especially useful in scenarios where the defender has to spread out initially, but the attacker then chooses one side or the other to actually attack. It can greatly influence the outcome if you manage to hinder his shifting movement. As the defender you have to defend those sites (even if this means sacrificing some units).

RIGHT TIMES TO USE THEM

If they will greatly hinder the other player even if he will not enter it (and funnel his move into some precisely laid out death trap).

If they make critical location impassable, such as bridges or ford exits.

THE TRENCHES

If you have MMG or better and you know he will have to drive his tanks CE to reach some exit point in time, and he will have to drive more than one location in the Fire Lane with all that tanks to come.

You see an enemy unit that you can fire upon and thus are able to get a Fire Lane that covers hexes you otherwise would not see due to B.10, because they are listed in A9.22.

Fire Lanes can be a particularly good way of countering Smoke since the hindrance DRM doesn't apply - all the Smoke does is negate FFMO.

WRONG TIMES TO USE THEM

Almost all enemy LMG units have moved (better gamble for keeping ROF).

Having B11 or worse should make you think twice before using Fire Lanes.

If you are prone to flanking attacks while your opponent is IJA or has a Berserker lurking to charge that position.

Just a minor reminder: Berserkers must charge first in the MPh, so having one lurking and waiting to charge while other units move is an impossibility.

Facing hindrances that will provide DRM not only for the initial shot, but also for the residual FP of the lane.

The Fire Lane can easily be avoided by the enemy. If you automatically claim for the Fire Lane in that case you just deprive yourself of additional shots.

BEST TERRAIN

Runway (unhindered by any kind of Hindrances), gets an additional -1 DRM.

Unhindered OG (for FFNAM, FFMO)

Those terrain listed in A9.222 that apply to the initial shot, but won't apply to residual FP of the Fire Lane (but would cancel FFMO)

Those terrain that would give DRM

to the residual FP of the Fire Lane (EX: orchard, palm trees). This makes Fire Lane nearly a waste, and can invoke the infamous "CE AFV riding down that B11 MG" - tactic.

COUNTERING THEM

The best method to get rid of a Fire Lane is VBM freeze, or Banzaiing into the location from the flank. If you don't have AFVs and are not Japanese, you have just SMOKE to get at least rid of the FFMO. LMG Fire Lanes (4 IFT with -1) are then not that immensely dangerous. If you face a .50 Fire Lane, just forget it, and live with the fact that your movement will just be limited while the Fire Lane is in place.

If you've smoked a road that's covered by a potential Fire Lane, move your best units first as a stack (!) The initial shot will usually be less dangerous than the Fire Lane shot, (4(+2) vs. a 2(-1) for an MMG firing through +3 Smoke.

SOME NOTES

Always take care to have a leader in Locations where covering (thus being unable to lay down the Fire Lane) would mean disaster.

Ideally the MG should be placed in a position where it will be subject to limited shots from your opponent but is able to lay down a Fire Lane across some important ground that your opponent must cross.

Do not forget that the Fire Lane is cancelled at the end of the MPh, thus you are able to use sustained fire as Final Fire.

Fire Lane do not affect BU AFVs.

The Fire Lane has to be declared before the effect DR is done.

The MG must be Good Order, so if Ammo Shortage is in effect for example Fire Lanes are NA.

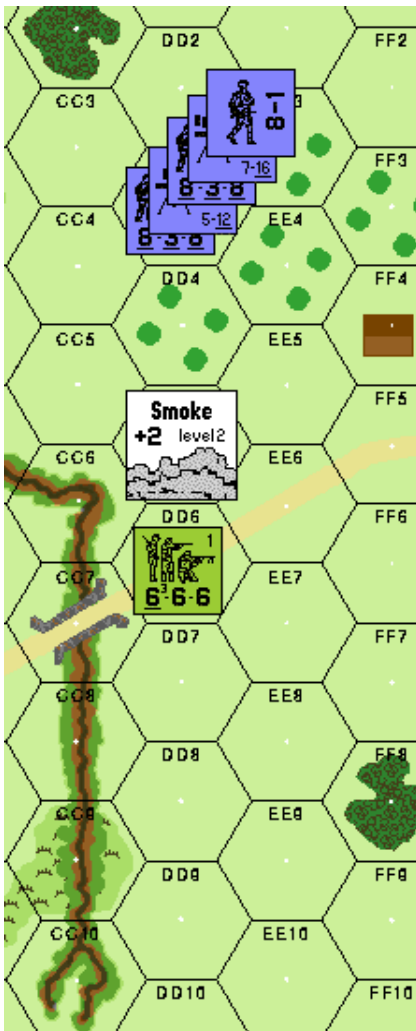
Fire Lane is allowed by unpinned infantry only, so no Fire Lane for AFV MGs (since they are operated by PRC).

A single leader cannot, two SMCs can,

a single hero can declare a Fire Lane.

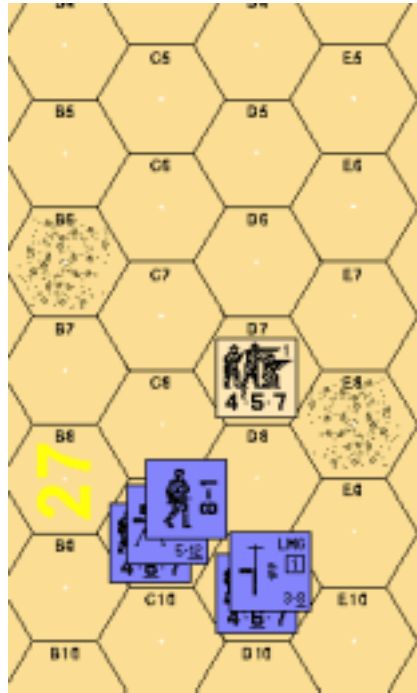
You need a LOS to the location you fire at, but once you do that initial attack, the Fire Lane will be laid to the full extent, ignoring otherwise blocked LOS due to hindrances listed in A9.22 and NVR, i.e. if you get the initial shot out, the “effect” of the residual FP will be even in hexes you would otherwise not be able to see if they meet the requirements of A9.22.

The initial attack of the MG that also declares a Fire Lane, can be in combination with other FP (e.g. inherent FP), or even other MGs declaring a Fire Lane. This attack gets all modifiers applicable. Then there will be the residual FP of the non-Fire Lane-MG involved FP, and one separate Fire Lane for each previous declared non covering Fire Lane-MG.



EX1: Two German 838s, a HMG and a MMG fire, directed by a 8-1, fire from DD3 to DD6 vs. non-assault moving infantry. There is a +2 smoke in DD5 and an orchard in DD4. The initial attack is on the 24FP IFT with

+1DRM (+2 Smoke, +1 orchard, -1 FFNAM, -1 leader). After resolving the attack, there will be 2 Residual FP from the squads FP in A6 (16 FP would be 8 Residual FP, plus three column shifts on the IFT to the left for the three DRM caused by the hindrances). There will also be a 2 FP Fire Lane (MMG) and a 4 FP Fire Lane (HMG) running along the “DD” line hexes within the Normal Range and LOS of the MGs. There is no loss of Fire Lane-FP due to the hindrances. For future attacks the MGs will receive a +1 DRM for the orchard, but no DRM for the smoke, FFNAM will apply, but FFMO will not apply. If any unit enters DD6 now, it will be subject to three separate attacks from the different residual FP sources.



EX2: A 467 with MMG and 8-1 leader in C9, a 467 with LMG in D9, fire as a FG vs. D7. Both MGs have declared to attempt a Fire Lane placement. The DR is 3, 3 with -2 DRM (FFNAM, FFMO, leader NA for multi-location FG). So the attack is on the 12 IFT column, since the 467 with the LMG covers. The residual is 2 FP from the infantry (1 from the covering one, 2 from the other = 3). There is also a 2 Fire Lane running along an alternate hex grain as per A9.221. If the DR had been 3, 2 then no covering would have occurred, there would have been a 4 Residual FP from the infantry inherent FP in D7, the same 2 FP Fire Lane as above along an alternate hex grain, and an additional 1 FP Fire Lane running along the “D” row. The leader DRM has no further effect on future Fire Lane attacks.

possibly getting ROF and continuing to use said second MG as long as it maintains ROF. Obviously, if it covers laying down the first, it can't try for the second, but if it covers laying down the second then the first is not affected (as per A9.223, which states that if the MMC covers at any time after a Fire Lane was successfully placed then that subsequent Cover will have no effect on the already placed Fire Lane).

The MG that is maximised the most by use of Fire Lanes is probably the LMG. It only has a ROF one and the normally 2-3 FP will seldom be missed. But using an LMG in a Fire Lane really maximises its FP potential. A 1 FP Fire Lane over Open Ground (fairly common for a Fire Lane) vs. a non-assault moving unit gives that LMG (FFMO/FFNAM = -2) an effectiveness slightly better than a 4 FP (even) and only slightly less effective as a 6 FP (even) in each hex of the Fire Lane (anywhere from 6-8 hexes depending on nationality/LOS). In just raw FP numbers, to achieve the same result of placing 1 FP residual in each hex of an 8 hex long Fire Lane one would need to place at least a 2 FP shot into each hex which would require the use of 12-16 FP.

Fire Lanes are really useful during a Night scenario where bore sighting is in effect. In these situation you can lay a Fire Lane before your opponent has even moved and without any need for LOS. Just lay down the Fire Lane and wait. Your opponent has to set up off board without any idea of where the Fire Lanes will be. This can usually result in the loss of a turn or maybe two as he moves to avoid the Fire Lanes.

When laying down a Fire Lane, consider not firing the squad's inherent FP at the same time. This gives you the freedom to use First Fire with the inherent FP at other moving units, since you can't use Subsequent First Fire when manning a Fire Lane.

Curious footnote: If a non-leader directed/non-Commonwealth MMC rolls snakes on an attack meant to place a Fire Lane using an LMG with a concealed original target, the results are nothing. What a bummer, huh?

Ω

One squad can even lay down 2 Fire Lanes if it has 2 MGs. It could even lay down a Fire Lane using, say, an LMG, then fire a second MG, such as an HMG, as normal DFF,

OPERATION NEPTUNE

ASL PL CG VFTT A (CH ver 2.5a)



VERNON, FRANCE: The assault crossing of the River Seine at Vernon by the British 43rd (Wessex) Division in August 1944 remains one of the most important of the entire Second World War. Operation Neptune pits one British Division against one German Division. On one side, a fully equipped, battle-hardened unit made up of soldiers from the ancient kingdom of Wessex, backed by some of the best artillery in the world and supported by tanks. On the other side, a much depleted, second-rate, static division of men of various nationalities, conscripted to fight a war for Germany that was already lost. On paper the British were assured of success, but between the two opposing armies lay that great river, the Seine, overlooked at the proposed crossing point by steep hills, which were riddled with defensive strongpoints. The Germans were waiting, and were as ready as they ever would be.

INITIAL SCENARIO VICTORY CONDITIONS: The British win if they Control any three building Locations East of the river at scenario end.

INITIAL SCENARIO: British Attack, German Idle

INITIAL SCENARIO BALANCE:

- 🇬🇧 British: British SR (Initial SSR I2.) are automatically accurate
- 🇩🇪 German: Add 1 247 HS and HMG to the initial OB

CG DATES: 1845hrs 25 Aug 44 to 2100hrs 27 Aug 44 (six CG scenarios)

RECOMMENDED REDEPLOYMENT OPTION: A

CG BALANCE:

- 🇬🇧 British: Leadership DRM is -1
- 🇩🇪 German: CPP Replenishment DRM is -1

CG VICTORY CONDITIONS: The British win if at the end of any CG Scenario they Control the majority of building hexes on or between hexrows M and T on board 19 and Control ≥ 4 Level 3 hill hexes on Hill 621; or at Campaign end if they Control the majority of building hexes on or between hexrows M and T on board 19 and any 3 of the following 4 building hexes - 2T8, 2V8, 2W9 and 2W7.

TURN RECORD CHART

IDLE SIDE Sets Up First	1	2	3	4	5	6	7	8	END
ATTACKING SIDE Moves First						②	④	⑥	

TERRAIN CONFIGURATION:

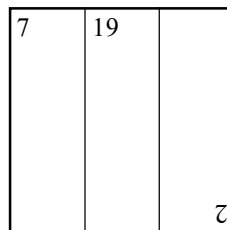
Treat all marsh on board 7 as brush. All buildings on board 7 are stone. The river is deep with a slow current flowing to the north.

Treat hexes 7G3, 7H2, 7H1, 7J2, 7K2, 7K3 and 7L3 as gully hexes containing a Deep stream [EXC: AFVs may not enter].

The road (inclusive of the bridge) running from 7A9, 7A1, 19I10, 19Q6, 19Y6 and 19GG5 is a railway and is treated as a paved road for all purposes [EXC: road bonus is NA and the MF/MP cost for Infantry/Armoured Cars/AFVs crossing a railway hexside are 1.5MP/5MP/3MP respectively].

OVERLAY PLACEMENT: Vernonnet village on matching hexes of board 19

O1	7O10	X6	19DD6
OC1	7Z4/7AA4	X8	19AA7
OC2	7N6/7N7	X11	7P1/7O1
Roadbridge	7R4/7S5	Railbridge	covering hexes 7I1 - 7I10



SAN: 2

INITIAL BRITISH OB:

Elements of the 43rd (Wessex) Division [ELR:4] set up in any Land hex west of the river [EXC: Infantry and their accompanying SW set up Cloaked in Assault Boats]. Assault Boats set up Beached in any river hex adjacent to the western river bank

RG: 4x I1 4-5-7 Rifle Pltn 4x Cromwell VII
 2x 2-2-8 crews 2 x DUKW
 2x OML 3" Mortars 12CP



SAN: 3

INITIAL GERMAN OB:

Elements of the 49th Infantry Division [ELR:2] Infantry, including any SW/SMC stacked with them and any Fortifications purchased set up anywhere east of the river. All other units set up anywhere on the playing area east of the board 19 hexrow 5

RG: 1x I2 Rifle Pltn RG: 1x I3 Rifle Pltn
 RG: 2x I4 MMG squad
 1x 247 HS 1x HMG
 RG: 2x G2 Inf Gun Section 1x 5cm PaK38 AT Gun
 2x 2cm FlaK LKW AA Trucks 3x228 Crew
 40FP 8CP

OPERATION NEPTUNE Campaign SSR:

- VFTT1 EC, Weather and wind are determined as per E3, if not provided on the CDS.
- VFTT2 German RG enter on the east, south and/or north edges of board 2.
- VFTT3 British RG enter on the west edge of board 7 [EXC: SSR VFTT9].
- VFTT4 Prior to placement of either the pontoon or Bailey bridge, all British units east of the river are considered Isolated for CG purposes.
- VFTT5 No Vehicle may enter/set up in any hex $>$ than level 0 on board 2. They must Redploy if necessary.
- VFTT6 The railbridge (B32.14) is impassable along the 16/15 hexside to all units. The road bridge may be crossed by Infantry only, providing they pass a NTC immediately prior to entering hex Q8 at a cost of 2MF.
- VFTT7 Sturm Boats have an inherent MP of 2 for the first scenario only, with 4MF thereafter (including all RePh), and can be retained.
- VFTT8 The western river bank is always a friendly set up area for the British player and he must set up any of his just purchased units there for no additional CPP cost. In addition, at the start of any scenario any

purchased British units have the option to start up loaded on beached, OB given Sturm boats/purchased AFV pontoon raft in any river hex adjacent to the western river bank. Just purchased units may not attempt Redeployment across the river to the eastern riverbank.

VFTT9 PL2.32 (ON MAP SETUP) [EXC: See NPT8] and PL2.33 (IN RESERVE) are NA to the British player.

OPERATION NEPTUNE Initial SSR:

- I1. All PL CG SSR and Campaign SSR are in effect except as noted.
- I2. Immediately at the start of the British Turn 1 PFP, the British may place 2 SR counters anywhere on the playing area. These SR are accurate on a dr ≤ 2 . Any extent of error dr is halved (FRD). The SR are then immediately converted into standard SMOKE FFEs, with the FFE counters then removed from play.

DESIGN AND DEVELOPEMENT: Andrew Saunders and Nigel Brown

RG ID	GERMAN 49th Infantry Division	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Close Air Support	1	44 FB w/o Bombs	2	1	1	f
A1	Heavy Tank	1	PzKpfv VIE	6	2	3	f
I1	Rifle Pln	3	4-6-7 MMC	4	1	2	lw
I2	Rifle Pln	3	4-4-7 MMC	3	2	3	lw
I3	Rifle Pln	3	4-3-6 MMC	2	2	5	lw
I4	MMG Squad	1	MMG	1	1	3	ac
I5	PSK Squad	1	PSK	2	1	2	ac
O1	Med Artillery	80mm OBA (HE only)		4	1	1	p
G1	Inf Gun Sect	1	7.5cm leG18	4	1	1	ac
M1	Fortifications	15	FP	1	3	6	a
M2	Sniper	SAN	SAN +1	1	1	3	
M3	Attack Option			1	1	2	
P1	Patrol			1	1	4	
RG ID	BRITISH 43rd (Wessex) Division	#	Units/Equipment	CPP	Scen Max	CG Max	Notes
A1	Carrier Sect	2	Carrier A	3	1	3	r
A2	Armoured Car Sect	2	Humber IV	4	1	2	r
A3	Med Tank	1	Sherman V(a)	5	2	4	r
A4	Med Tank	1	Sherman IIC(a)	6	1	2	r
I1	Rifle Pln	3	4-5-7 MMC	3	2	6	lw
I2	Rifle Pln	3	4-5-8 MMC	4	1	3	lw
I3	PIAT Squad	1	PIAT	2	1	2	ac
I4	MMG Squad	1	MMG	1	1	3	ac
I5	HMG Squad	1	HMG	2	1	2	ac
I6	Engineer Pln	3	6-4-8 MMC	6	1	1	elw
I7	MTR Squad	1	51 MTR	2	1	3	ac
G1	AT Gun	1	OQF 6-Pounder	3	1	2	ac
O1	Med Artillery	80mm OBA (HE, SMOKE)		3	1	2	op
O2	Heavy Artillery	150mm OBA (HE, SMOKE)		6	1	1	op
B1	Bridge	1	Pontoon Bridge	3	1	1	sa
B2	Bridge	1	Bailey Bridge	5	1	1	ta
B3	Raft	1	AFV Pontoon Raft	2	1	2	va
B4	Assault Boat	1	Sturm Boat	1	3	6	a
M1	Fortifications	15	FP	1	1	3	a
M2	Sniper	SAN	SAN +1	2	1	2	
M3	Attack Option			2	1	5	
P1	Patrol			1	1	4	

RG Notes:

- a Available for on map set up on CG Date of purchase
- c Each British 51 MTR/PIAT/MMG/HMG is accompanied by a 2-4-7 HS MMC. Each British Gun is accompanied by a 2-2-8 Crew and a jeep(a). Each German PSK/MMG is accompanied by a 2-4-7 HS MMC. Each German Gun is accompanied by a 2-2-8 Crew and a Kfz 1.
- e These units are Assault Engineers (H1.22). This RG is unavailable for purchase until RG B1 or B2 has been purchased.
- f Not available until scenario 3. Air Support is available for two turns only.
- l Determine leaders (SMC) as per 2.361
- o This RG may purchase an Offboard Observer for 1 CP. The Offboard Observer is secretly recorded before setup at Level 1 of any friendly controlled west edge hex..
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > 2 Pre-Registered Hexes). Each Pre-Registered hex is retained as long as the module it is assigned to is retained (CG7). Purchase of a Pre-Registered hex allows normal/creeping barrage (E12.) [EXC: creeping barrage is NA for the German OBA]. A creeping barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrage must have a north-south hex grain alignment (E12.11 - 12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase. The RG is available is available for on map set up if purchased on any CG date prior to that of the scenario [EXC: SSR 8 and SSR 9].
- s Not available until scenario 3. Purchase of RG B1 allows the British player to place ≤6 continuous Pontoon Bridge counters to form a pontoon bridge from any water hex adjacent to a western river bank land hex devoid of woods/buildings to any water hex adjacent to an eastern river bank land hex devoid of woods/buildings and that is ≥ 3 hexes from a German Strategic Location. The bridge cannot cross any island land hex(es). Only Carriers/Armoured Cars/Passengers/Riders/Infantry on foot may use this bridge.
- t Not available until scenario 4. Purchase of RG B2 allows the British player to place ≤6 continuous Bridge counters to form a bailey bridge from any water hex adjacent to a western river bank land hex devoid of woods/buildings to any water hex adjacent to an eastern river bank land hex devoid of woods/buildings and that is ≥ 3 hexes from a German Strategic Location. The bridge cannot cross any island land hex(es). This bridge is usable by all units.
- v Not available until scenario 2. In essence this is a section of pontoon bridge but with engines. It may carry any 1 AFV/Armoured Car, plus a maximum of 10PPs [Riders on AFVs are NA]. An AFV Pontoon Raft has an inherent crew and 2MPs. For NVR purposes treat as a CE AFV. An AFV Pontoon Rafts treated as a large target for TH purposes. Refer to B6.33 for the TH mechanics, and when doing so replace the word "bridge" with "AFV Pontoon Raft". Passengers receive no TEM for any fire directed at them [EXC: any applicable AFV TEM]. All other rules for Passengers on boats remain unchanged. It costs an AFV 5MP plus COT to load/unload from an AFV Pontoon Raft. If any AFV becomes a Burning Wreck the raft and all its occupants are sunk and removed from play. Otherwise the AFV wreck stays on the raft until scenario end, then the wreck is removed from play.
- w British infantry platoons always arrive with a LMG. The British Engineer Platoon arrives with one DC and a FT. German infantry platoons always arrive with a LMG.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	1845 25/08/44	British	Clear	Dry	No Wind	NA	0
2	2300 25/08/44	British	Night	Moist	No Wind	No Moon	0
3	0500 26/08/44	British	Clear	Dry	B25.63	NA	0
4	1200 26/08/44	British	Clear	Dry	B25.63	NA	0
5	0600 27/08/44	German	Clear	Wet	B25.63	NA	0
6	1200 27/08/44	British	Clear	Dry	B25.63	NA	0

CG DRM	BRITISH	GERMAN
Leader	0	+1
Battle Hardening	0	0
Artillery OBA	-1	0
CPP Replenishment	0	0
Intensity Level	MID	LOW

Fortifications Available for purchase:	
Foxholes	Trenches
Set DC (G)	HIP (G)
Fortified Building (G)	"?"
Pillbox (G)	Wire (G)

(G) German only

Aftermath: The assault commenced at 1845hrs with the British conducting a thunderous artillery and smoke barrage aimed at the far side of the river, targeting the prominent hills and the village of Vernonet. The British took to the water in their storm boats in what turned out to be a rather uncoordinated attack, resulting in a number of British Soldiers losing their lives. After 4 hours, only a handful of toops had succeeded in establishing themselves on the far bank. The operation was already in high danger of becoming a shambles. Friday night fared little better, with little of Vernonet village cleared of Germans. The attack, by this time, was well behind schedule. A concerted counterattack by the Germans now could indeed spell disaster. Saturday came and went, with the situation looking a little better. Vernonet was virtually clear, and the bridgehead had now penetrated a few hundred yards further inland. Eventually, men and vehicles were now starting to pour into the bridgehead across the class 9 folding boat bridge which now spanned the river. Spandau and AA fire still peppered the area, killing a number of the vital bridge engineers. Sunday saw the German Kampf Gruppe Schradler launch the expected counterattack, which was supported by 3 Tiger tanks. Naturally the Tigers gave some cause for concern, but in the end the British held firm and the bridgehead absorbed the shock. After this, the Germans virtually melted away and General Thomas, commander of the 43rd (Wessex) Division knew he had the battle almost won. This action opened the way for General Horrocks to unleash the armour of XXX Corps on their historic dash across northern France and Belgium.

CAVES AND WP

J R VanMechelen

My recent encounter at Tanigawa's Outpost resulted in an overwhelming victory for the Imperial Japanese defenders, so much so that their caves were never even approached by the defilers of the Empire. Nevertheless, preparing for the scenario prompted me to review my cave-busting tactics. One tactic that has always fascinated me is WP grenade placement into the cave, and I wondered how effective it is. Should units with six or seven FP, especially if they are ADJACENT, Prep Fire, or could tossing WP grenades be more effective? I decided to find out by computing some rough and ready statistics.

The procedure for placing WP grenades into a cave requires two drs. First, you have to pass the normal smoke grenade dr [A24.1] (with the +1 drm for WP), then you have to make a dr to see whether the grenades land in the cave (1-3) or in the entrance hex (4-6). If the WP grenades land in the cave, however, the payoff is big: the defender has to take the usual WP NMC, but all WP placed in a cave are automatically Critical Hits [G11.85] (there is no NMC if the WP grenades land in the thrower's Location; otherwise their use would be really risky).

An ordinary American squads typically has six FP (doubled to twelve for PBF) and a smoke usage number of three (which will be two for WP). Assume that such a squad starts ADJACENT to a Japanese unit in a cave. Which is better: a twelve FP shot up four or a smoke grenade placement? The chart below compares such a shot against a smoke grenade placement by a regular unit with a smoke usage dr of two and an assault engineer with a usage dr of four.

Chance of break or better			
Defender morale	WP (usage 2)	WP (usage 4)	12 FP +4
7	13.89%	27.78%	13.89%
8	12.00%	24.07%	9.65%
9	9.72%	19.44%	6.17%
10	6.94%	13.89%	3.47%

The WP smoke grenade attack is as or more effective, especially against units with higher morale. This is because the WP NMC has a plus four DRM because of the automatic CH. If there are two squads, however, they are better off firing into the cave than doing two grenade placements. Also, if the attacker has a minus leader, this will probably tip the balance in favour of firing.

Although these numbers make the WP grenades look great, there are some other considerations. First, the Japanese unit might fire at the unit or units using the smoke grenades. If they manage to get down good residual in the entrance hex they can disrupt a whole series of placement attempts. But unlike DC placement, smoke grenade placement is effective before the defender fires, which will reduce the attack and the residual. Smoke in the entrance hex as well will reduce the effects of DFF. Finally, a unit placing smoke grenades need not start ADJACENT, and may also fire in the AFPh (although the effects of the smoke grenades persists until the end of the turn as per G11.85, not the phase like smoke grenades normally do, adding to the attacker's DRM). Although a IFT shot can produce a KIA/K result, with the plus four TEM, this isn't likely to substantially affect the results.

In sum, smoke grenades are surprisingly effective against Japanese in caves. They are especially useful when the attacking units don't start ADJACENT to the cave. A typical attack might put smoke in the entrance hex, then have several units move into the entrance hex and attempt to place WP in the cave. Ideally the units placing WP into the cave would include a leader (which would allow assault movement) and would be concealed (until the smoke placement, of course, but long enough for DFF), then remain in the entrance Location for fire in the AFPh. Even when you can't achieve this ideal, placing WP grenades into a cave should be considered part of the normal approach a cave; I know I'll be using them.



A US marine on Saipan about to throw a white phosphorus grenade into a cave.

Trainspotting: 1940 style

Ian Daglish

The engines were excited by the Fat Controller's news. He had stood on a big oil drum to tell all the engines in the Shed that Sodor was now at War with Germany.

What is a War? Percy wanted to know. *Will it be like a Bank Holiday with lots of people coming from the Mainland to ride on our Railway?*

The other Engines did not know, except Edward, who had been around the shunting yard a few times and knew all about Wars. He spoke up quietly and seriously, telling the others about Kaisers and Munitions, about The Front and The Big Push. *And if we do not all work Very Hard,* he finished, *and do everything we are told, it will not just be children and holidaymakers coming to Sodor.* Toby agreed. He remembered long ago when he used to pull Henrietta, full of Matelots returning to their ships at the Big Harbour, and wagons full of Naval Stores. *Ahh... those were the days,* Henrietta sighed. Henrietta liked sailors.

Percy still did not understand very well, and was going to ask whether a Big Push meant that he would have to push the carriages instead of pulling them, but was afraid of sounding silly, so he kept quiet.

The days and weeks went by. Annie and Clarabell were requisitioned by the Local Defence Volunteers, who used them to patrol the Branch Line every night. Thomas was proud that his Branch Line was helping in the Great Struggle, and puffed happily *I'm Doing My Bit, I'm Doing My Bit*. But Annie and Clarabell were not so happy. *They're awfully rude, they're awfully rude* they complained, as the LDVs (since July, renamed the *Home Guard*) smoked, drank, and told their stories, up and down the Branch Line, every night. *Oohh... they're playing poker in my guard's van* complained Clarabell; *And they're writing rude words on my doors.* said a shocked Annie.

Then, one morning, James pulled into the station an hour late. *Where have you been, lazybones?* asked Thomas, angry at being kept waiting. *I've been strafed by Messerschmitts.* said a breathless James, *Look at the holes in my lovely red paintwork.* Sure enough, Thomas could see neat rows of holes all down James's side.

Continued on page 38, column 3

"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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 Serge Bettencourt, 11, Rue Fontaine d'Amour, B-1030, Bruxelles (31/12/94)
 D. Boileau, 15, Avenue Rene Stevens, B-1160, Bruxelles (31/12/94)
 Mr. Bosmans, Koningin Astridlaan 180 , B-2800, B-2800 Mechelen (31/12/94)
 J.P Buchkremer, 20A, Rue du College , B-5530, B-5530 Godinne (31/12/94)
 T. Cavelier, 22, Rue O. Maeschalek, B-1080, Bruxelles (31/12/94)
 F Colard, 46, Rue de l'Abbaye, B-7801, B-7801 Ath (31/12/94)
 J.P Dasseville, Reginalaan 3E , B-8670, B-8670 Oostduinkerke (31/12/94)
 R De Sadeleer, 1, Quai des Peniches, B-1210, Bruxelles (31/12/94)
 F Delstanche, 107, Av G. Latinis, B-1030, Bruxelles (31/12/94)
 J.M. Dricot, 7, Avenue des Grenadiers, B-1050, Bruxelles (31/12/94)
 P Dutrieux, 38, Polderstraat , B-9500, B-9500 Gerardsber (31/12/94)
 A. Gottheiner, 11, Avenue Feuillien, B-1080, Bruxelles (31/12/94)
 P. Henderyckx, 11, Sint-Johannastraat, B-2160, B-2160 Wommelgem (31/12/94)
 H Heyman, 91 B, Klapperbeekstraat, B-9100, B-9100 St-Niklaas (31/12/94)
 J Himschoot, 36, Truyenstraat , B-2930, B-2930 Brasschaat (31/12/94)
 Vincent Kamer, 275, Albert Ier , B-1332, B-1332 Genval (31/12/94)
 D Kronfeld, 70, Avenue Houzeau , B-1180, Bruxelles (31/12/94)
 P. Lanote, 91, Avenue Gevaert , B-1332, B-1332 Genval (31/12/94)
 A. Lens, Saulcoir, 1A, B-7380, B-7380 Quievrain (31/12/94)
 O Leo, 37, Rue des Glaieux , B-1180, Bruxelles (31/12/94)
 Philippe Leonard, 212 Avenue des Hospices, B 1180 Bruxelles (10/12/01)
 P Lesage, 184, Avenue du Roi, B-1060, Bruxelles (31/12/94)
 R. Letawe, 181, Av. des Croix de Feu, B-1020, Bruxelles (31/12/94)
 V. Libert, 43, Rue de la Vignette, B-1160, Bruxelles (31/12/94)
 J.P Mahieu, 9A, Rue des Hironnelles , B-519, B-519 Spy (31/12/94)
 J.L. Maistriau, 13 Rue du Maieu Carol, B-7387, B-7387 Honnelles (31/12/94)
 H Mielants, 43, St Lievenslaan , B-9000, B-9000 Gent (31/12/94)
 X Mols, 7, Rue des Champs , B-5030, B-5030 Gembloux (31/12/94)
 J.L Morelle, 15, Rue Famenne , B-5590, B-5590 Ciney (31/12/94)
 B Postiau, 52, St-Antoniuslaan , B-1700, B-1700 Dilbeek (31/12/94)
 P. Ramis, 18, Rue Leanne , B-5000, B-5000 Namur (31/12/94)
 Pedro Ramis, 18 Rue Leanne, B-5000, Namur (15/11/96)
 Luc Schonkeren, Sint-Pancratiuslaan 27 D2, B-1950, Kraainem (25/08/05)
 C Seref, 109A, Avenue Jupiter , B-1180, Bruxelles (31/12/94)
 M Steenwege, 74, Rijshensvelstraat , B-2600, B-2600 Berchem (31/12/94)
 Bruno Tielemans, Smoutmolen 7, 1640 Sint-Genesius-Rode (15/11/96)
 Yves Tielemans, Stationsstraat 154, 1640 Sint-Genesius-Rode (15/11/96)
 M Valkenaers, 1207 Chaussee de Wavre , B-1160, Bruxelles (31/12/94)
 B Van Wassenhove, 12, Avenue Isidore Gerard , B-01160, Bruxelles (31/12/94)
 G Verdonck, 28, Morselveldentlaan , B-2640, B-2640 Morsel (31/12/94)
 Jan Verreth, Trompvetogelstraat 29, 2170 Antwerpen (15/01/97)
 J Vrijdaghs, 46 Dennenstraat, B-2800, B-2800 Mechelen (31/12/94)

Canada

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

Denmark

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

Eire

Paul Boyle, 24 Lennoxstown Manor, Dundalk, Co. Louth (17/03/02)
 J. Marrinan, 63, Mc Kee Park, Blackhorse Avenue, Dublin 7 (31/12/94)

England

Pete Bennett, 84 Littlebrook Avenue, Burnham, Bucks. (16/09/02)
 Billy Carslaw, 52 Spring Lane, Birmingham (19/03/05)
 Andrew Daglish, 7 The Spinney, Cheadle, Cheshire ()
 John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire (23/10/98)
 Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent (31/03/04)
 Mike Brewer, 6 Goldsmith Way, St Albans, Herts, AL3 5LG (01/03/02)
 F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG ()
 Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., B44 0UU (18/11/98)
 Garry Cramp, 25 Ferdale Road, Hall Green, Birmingham, W. Mids, B92 8HP (31/10/96)
 Stuart Brant, Flat A, 1186 Evesham Road, Astwood Bank, Redditch, Wores., B96 6DT (28/01/02)
 Gary Lock, 7 Dover Place, Bath, BA1 6DX (16/03/04)
 Jeff Hawarden, 9 Laburnum Road, Helmshore, Rossendale, Lancs., BB4 4LF ()
 Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28/02/97)
 Phil Ward, 7 Burnalls Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/00)
 William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR (23/10/98)
 David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (23/10/98)
 Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08/03/02)
 Shaun Carter, 3 Arnside Grove, Breightmet, Bolton, Lancs, BL2 6PL (19/03/05)
 Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG (24/03/04)
 Ian Kenney, 53 Withden Crescent, Brighton, W. Sussex, BN1 6WG ()
 Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (31/10/04)
 Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11/11/99)
 Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, BR3 1QG (19/06/99)
 Wayne Baumber, 3 Polo Mews, Home Farm, Kemeal Road, Chislehurst, BR7 6GL (23/10/04)
 Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN ()
 Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (31/03/04)
 Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29/10/97)
 Gauts Strokkenes, Girton College, Cambridge, CB3 0JG (23/10/98)
 Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07/08/02)
 Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08/07/05)
 Ray Jennings, 57 Wheatfield Way, Chelmsford, Essex, CM1 2QZ (09/10/04)
 Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex, CM1 2RD (01/02/04)
 Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP (22/03/97)
 Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE ()
 Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA ()
 Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19/08/02)
 Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31/07/01)
 Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (27/09/98)
 Derek Briccoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/99)
 Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/99)
 Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26/07/98)
 Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS ()
 Hubert Noor, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (06/01/04)
 Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09/05/05)
 Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG ()
 Iain McKay, 8 Southfields Close, Wyburnbury, Cheshire, CW5 7SE (28/10/00)
 Ian Pollard, 115 The Brent, Dartford, Kent, DA1 1YH (19/03/05)
 Carl Sizmur, 53 Singlewell Road, Gravesend, Kent, DA11 7PU ()
 Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (07/08/02)

08/02)
 Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (01/06/04)
 M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ ()
 Brian Hooper, 38 Ridsdale Street, Darlington, DL1 4EG (27/11/05)
 Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17/10/98)
 Roy Quarton, 8 Bassey Road, Branton, Doncaster, S. Yorks., DN3 3NS (01/11/00)
 David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E14 5QE (25/04/99)
 Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/01)
 Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ (24/04/03)
 Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 2DH (04/05/04)
 Mike Eln, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/00)
 Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/00)
 Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN (31/10/96)
 Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04/05/98)
 Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (31/05/05)
 Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (31/10/04)
 Tim Bunce, 33 Ryder Court, Newport Road, Aldershot, Hants., GU46 6NZ (19/03/05)
 Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17/03/97)
 Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/96)
 Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ ()
 Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ ()
 Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (23/01/04)
 Neil Stevens, 8 Trenchard Avenue, Ruislip, Middlesex, HA4 6NP (27/09/03)
 Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD ()
 Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (01/01/00)
 Nick Edelsten, 139 Hivings Hill, Chessam, Bucks., HP5 2PN (05/09/01)
 Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE ()
 Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU13 0NA ()
 Ruairigh Dale, 77 Riverview Avenue, North Ferriby, HU14 3DT (07/08/05)
 Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01/01/96)
 Tony Maryou, 41 Bilton Road, Ilford, Essex, IG1 4AU (15/08/00)
 Kevin Gookey, 95 Windydale Road, Loughton, Essex, IG10 2DD (17/02/01)
 David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/00)
 Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (19/03/05)
 Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (23/06/99)
 Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA (02/08/98)
 Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ ()
 Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA ()
 Adrian Maddocks, 28 Lune Square, Damside Street, Lancaster, Lancs, LA1 1AH (31/10/04)
 Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, LA1 3HB (19/03/05)
 Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10/12/04)
 Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (10/11/00)
 Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15/11/96)
 Pete Philipps, 24 Huggett Close, Leicester, Leics., LE4 7PY (11/11/98)
 John Truscott, 28 Bracken Edge, Leeds, W. Yorks, LS8 4EE (21/11/98)
 John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18/09/02)
 Bernard Savage, 73 Penryn Avenue, Middleton, Manchester, M24 1FP (10/03/98)
 Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (31/05/05)
 Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (27/10/00)
 Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU ()
 Steve Jones, 90 Biddick Lane, Fattfield Village, Washington, Tyne and Wear, NE38 8AA (04/04/05)
 Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (20/02/05)
 Michael Rudd, 2 Blaebury Hill, Rothbury, Northumberland, NE65 7YY (12/03/02)
 Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD ()
 Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26/03/02)



VIEW FROM

Garry Marshall, 24 Allardice Crescent, Kirrkaldy, Fife, KY2 5TY (21/05/01)
Jonathan Swilliams, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01/05/98)

South Africa

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

Spain

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

Sweden

Pers Anderson, Gryningsväg, 79, S461 59 Trollhattan ()
Jonas Cederlin, Spelmansvägen 17, 696 31 Askersund (10/09/99)
Steve Coops, c/o EHPT, Vastberga Alle 9, S126 25 Stockholm (21/11/98)
Styrborn Glen, Brotop, Asa, S-661 93 Saffle (25/02/97)
Andreas Hinz, Steglitsv. 3c, 22752 Lund (25/02/99)
Per-Olaf Jonsson, Untravagen 1, S-115 43 Stockholm (09/08/01)
Klaus Malmstrom, Klinkendalsv. 6 Brokind, S590 41 Rimborsa ()
Patrik Manlig, Semanders v. 1:420, S752 61 Uppsala ()
Nils-Gunner Nilsson, Oluff Nilssons v.8, S433 36 Partille ()
B. Ribom, Falkenbergsgatan 13A, S-41265 Goteborg (31/12/94)
Berni Ribom, Falkenberg str. 13A, 41265 Goteborg ()
P. Rogneholt, 25, Lidnersgatan, S-75442 Uppsala (31/12/94)
Asad Rustum, Kungshama 21/014, 170 70 Solna ()
Stephen Burleigh, Paus 1-7, Vollsjo, 27033 (09/10/04)

Switzerland

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

United States of America

M. Allenbaugh, 1117 Beall Place, Laurel, MD20707 (31/12/94)
E. Angleton, 4818 Cross Creek Lane APT O, Indianapolis, IN46254 (31/12/94)
G. Ashton, 2880 Carter Road, Treviso, PA19053 (31/12/94)
Chris Barlow, 24 Audubon Avenue, Braintree, MA02184 (28/01/97)
Linda Barnickel, 716 Hickory Highlands Dr., Antioch, TN 37013 (15/01/02)
Mark Beatty, 5655 Old Dennis Road, Weatherford, TX 76087 (23/02/05)
J. Berhalter, 2900 Colerain Rd #223, St Marys, GA31558 (31/12/94)
Brian Blad, 1031 S. Stewart #204, Mesa, AZ 85202 (02/12/97)
Wayne Boudreaux Jr., Apt. #8, #420 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)
Zeke Carter, 666 Prospect Street #705, Honolulu, HI96813 (15/01/99)
R.F. Conabee, 1014 Washington Street, Apt 3, Hoboken, NJ07030-5202 (31/12/94)
J. Coyle, 13226 Shady Ridge Lane, Fairfax, VA22033 (31/12/94)
C. Cunco, 628 Fairfield Avenue, Gretna, LA70056 (31/12/94)
S. D'elia, 77 Maple Ave, Greenwich, CT06830 (31/12/94)
D.A. Dally, 901, Oeffling Drive, McHenry, IL60050 (31/12/94)
Steve Dethlefsen, 11808 April Ann Avenue, Bakerfield, CA 93312 (15/12/96)
B. Dey, 610 N. Willis, Champaign, IL61821 (31/12/94)
J.C. Doughan, 1903 Chesnut Circle, Ardmore, PA19003 (31/12/94)
R. Duenskie, 13 Hickory Drive, Stanhope, NJ07874 (31/12/94)
W.B. Edwards III, 2400 New Berne Rd, Richmond, VA23228 (31/12/94)
Ben Emanuele, 256 Lake Shore Drive, Pleasantville, NY 10570-1304 (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, PO 1321, Eagle, CO 81631 (26/08/05)
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)
T.u.x. Humphrey, 730 Chester Street, Oakland, CA94607 (31/12/94)
Rich Jenulis, 6713 Classen Avenue, Cleveland, OH 44105 (10/10/98)
Rachie 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 Lippis, 8379 Youngstown-Conneaut Road, N.E. Kinsman, OH44428 (01/11/98)
Rick Lubben, 400 W. Main Street, La Porte City, IA50651 (01/10/98)
D. Lundy, 54 Wiltshire St, Bronxville, NY10708 (31/12/94)
R. Lyon, 5125 Heather Drive #111, Dearborn, MI48126 (31/12/94)
Chris Maloney, 319 Larkfield Road, East Northport, NY 11731-2903 (31/10/96)
Roger March, 469 Avenida De Socies #11, Nipomo, CA 93444 (02/12/96)
Kurt Martin, 2684 Avonhurst, Troy, MI48084-1028 (25/04/97)
Brian Martuzas, 108 Church Street, Moop, CT 06354 (05/07/98)
Douglass 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, Fernalde, 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 Reppetti, 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 Schaa, 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. Ullick, 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. Wolke, 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)
Bridie 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 92668 (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 Garit, 17430 Brady, Redford, Michigan, MI 48240 (20/11/96)
Ray Woloszyn, 317 Kilburn Way Lane, Kernersville, North Carolina, NC27284-7104 (25/04/00)
J R Van Mechelen, Apt 8E, 301 Heights Lane, Feasterville, PA 19053 (01/11/96)
Will Fleming, 20455 First Avenue NE #C103, Poulsbo, WA98370 (27/10/98)

Wales

Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, 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, Stepside, Narbeth, Pembrokeshire, SA67 8JL ()
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27/08/02)

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

TRAINSPOTTING: 1940 Style

Continued from page 35

And that's not all, James added. *A Dornier shot up Henry, and he's hiding in a tunnel and says he's not coming out; and Gordon says you can stuff pulling trains for a game of soldiers thank you very much when there's a War on, so there's no one left to pull the Fat Controller's Special Train. I can't, because I'm losing steam through my holes and my Driver says if he got my steam up enough to pull a train my boiler would burst. And Edward's broken down and we can't get the parts for him . So there's only you, Thomas, and the Fat Controller says you're to come at once.

Thomas was a bit frightened but tried not to let it show. *I'm going to War, I'm going to War* he puffed all the way to the Big Station. When he arrived, the place was in chaos. Firemen played their hoses on the platform where the Newspaper Kiosk had taken a direct hit and the Ladies' Waiting Room was a heap of smouldering embers. The Fat Controller came out, wearing his ARP Helmet and looking a little flustered but still very important. *Look at all this, Thomas,* he shouted over the din. *It's up to you to save my railway.* He pointed to a low-loader wagon with a bulky load under a tarpaulin. *This is my new 3.7 inch anti-aircraft gun, and you are going to pull it for me.*

And so began the story which you can still read in the Sodor History Books, of how Thomas saved the island from the Luftwaffe. And then, how the Germans decided to make a trial landing on Sodor before risking an invasion of Great Britain, and the landing tanks were smashed by Thomas's 3.7 inch gun with the Fat Controller's experimental AP rounds, and the Germans gave up and sued for peace. So great was Thomas's fame that after the War, when the Fat Controller became a Labour Lord and had the whole railway nationalised and re-equipped with smelly diesel engines at the taxpayer's expense, Thomas was also elevated to the peerage: taking his place with his Gun and his Armored Carriages in the special room in the Imperial War Museum, where the children came to visit him and hear all about the War.

The End.



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

DOUBLE ONE

When: 20 May.

Where: Conference Room 153, Main Building, Birbeck College, University of London, Malet Street, London WC1E 7HX.

Fee: £10.00.

Format: A single day tournament with two rounds, Saturday morning offers a choice of three west front scenarios, while the afternoon offers a choice of three east front scenarios. Players will be divided into groups of 4. Friendly games and a team scenario are also on offer.

Contact: Brendan Clark on 0770 8844 640 or by email at brendan@doubleone-online.net. Check out the web site at <http://www.doubleone-online.net/> for the latest details.

STOCKHOLM ASL TOURNAMENT

When: 26 - 28 May.

Where: Tullinge Gymnasium (School), Stockholm, Sweden.

Fee: To be announced.

Format: To be announced.

Contact: Melvin Falk on 073 402 13 17 or by email at melkerfalk@hotmail.com.

SEPTEMBER

ITASLIA Italian ASL open 2006

When: 8 - 10 September.

Where: Verona Fair, Verona, Italy.

Fee: €6 per day.

Format: 5 round (2 Friday, 2 Saturday, 1 Sunday) Swiss-style, with a choice of three scenarios in each round.

Notes: Itaslia is part of the VERCON gaming convention.

Contact: Paolo Cariolato on 390456104413 or by email at avv.cariolato@cariolato.com. Check the web site at <http://www.asitalia.org/> for the latest details.

A BRIDGE TOO FAR 2006

When: 21 - 24 September.

Where: The Stayokay Hostel, Diepenbrocklaan 27, Arnhem, Holland. A 4 bed room for Thursday night to Sunday morning is available for €120 (there is a €15 discount to those paying a half deposit by 1 August).

Fee: €30.

Format: 6 Rounds of gaming, divided into two parts, to cover for an expected 45-50 participants. On Thursday and Friday, all players will take part in the Main Tournament. On Saturday and Sunday, half the crowd will continue in the Main Tournament, while the others will compete in a variety of Mini-Tournaments.

Notes: A Battlefield Tour of the Eben Emael fortress is available at 1100 hours on Thursday morning.

Contact: Peter Struijf on 31 79 346 0285 or by email at arnhemasl@hotmail.com. Check out the web site at <http://www.xs4all.nl/~hennies> for the latest details.

OCTOBER

ASLOK XXI

When: 1 - 8 October.

Where: Quality Inn & Suites [Note - Same hotel but will become a Crowne Plaza by ASLOK time], 7230 Engle Rd, Middleburg Heights, OH 44130, Phone: (440) 243-4040, Fax: 440 243-3178 (rooms \$69 + tax if reservations made by 18 Sep - request "ASL Oktoberfest" discounted rate)

Fee: \$25.00 in advance, \$30.00 on the door.

Format: Same as always. Weekend tournament plus numerous mini-tournaments. Gaming starts Sunday 2 October and continues to noon on Monday 10 October. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.

Notes: T-shirts are \$10.00 ea (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)

Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email damavs@alltel.net. Check out the web site at <http://www.aslok.org/> for the latest details.

INTENSIVE FIRE 2006

When: 26 - 29 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £33.00 per night, double rooms £29.00 per night per person if booked prior to 1 October - thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at www.kiwihotel.co.uk.

Fee: £7.00 (entry is free for those only able to attend for one day). Players pre-registering will receive a tournament program in September.

Format: Three round Fire Team tournament (two rounds on Saturday, one on Sunday). There will also be some single day mini-tournaments on the Friday. Open gaming is available for those who do

not wish to take part in the tournament.

Notes: Prizes are awarded to winning players and the Convention Champion, who is the player judged to have had the most successful tournament with all games played over the weekend being taken into consideration.

Contact: For more details or to register contact Pete Philipps, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 266 6894 (evenings only) or email if@vft.co.uk.

NOVEMBER

Grenadier 06

When: 2 - 5 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 €25 per night.

Fee: To be confirmed (normally €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.

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

2007

MARCH

HEROES 2007

When: 9 - 11 March.

Where: Hotel Skye, South Promenade, Blackpool, England. Room rates are £23.00 for a shared room or £29.00 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 Philipps, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 210 1798 (evenings only) or email heroes@vft.co.uk.

Ω

THE TRENCHES



INTENSIVE FIRE 2006

26 – 29 OCTOBER 2006



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of *Advanced Squad Leader*. 2006 sees us well into 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

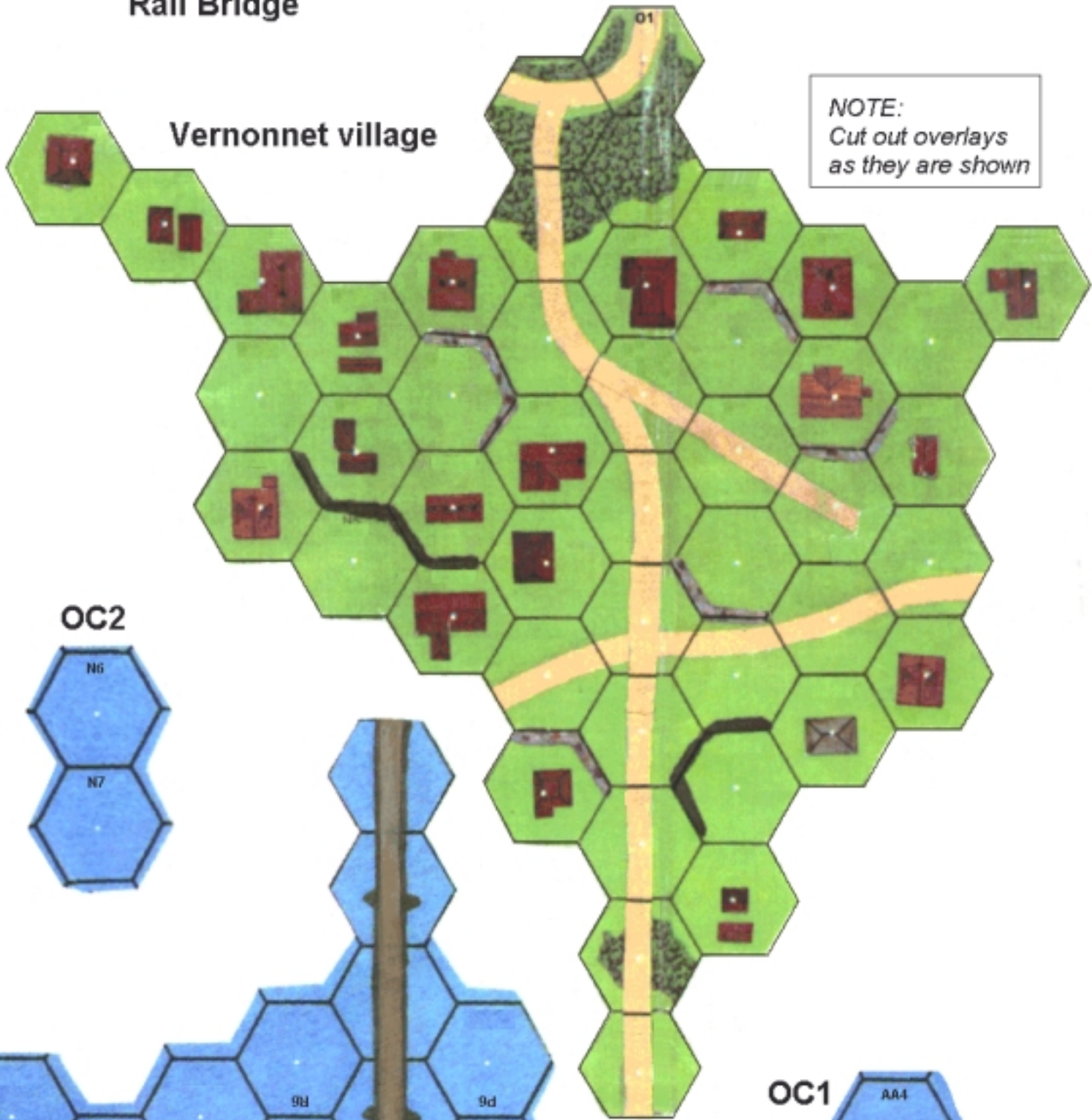
Contact Pete Phillipps, 24 Huggett Close, Leicester, England, LE4 7PY. Telephone (0116) 210 1798 (+44 116 210 1798 from outside the UK) or email if@vftt.co.uk.



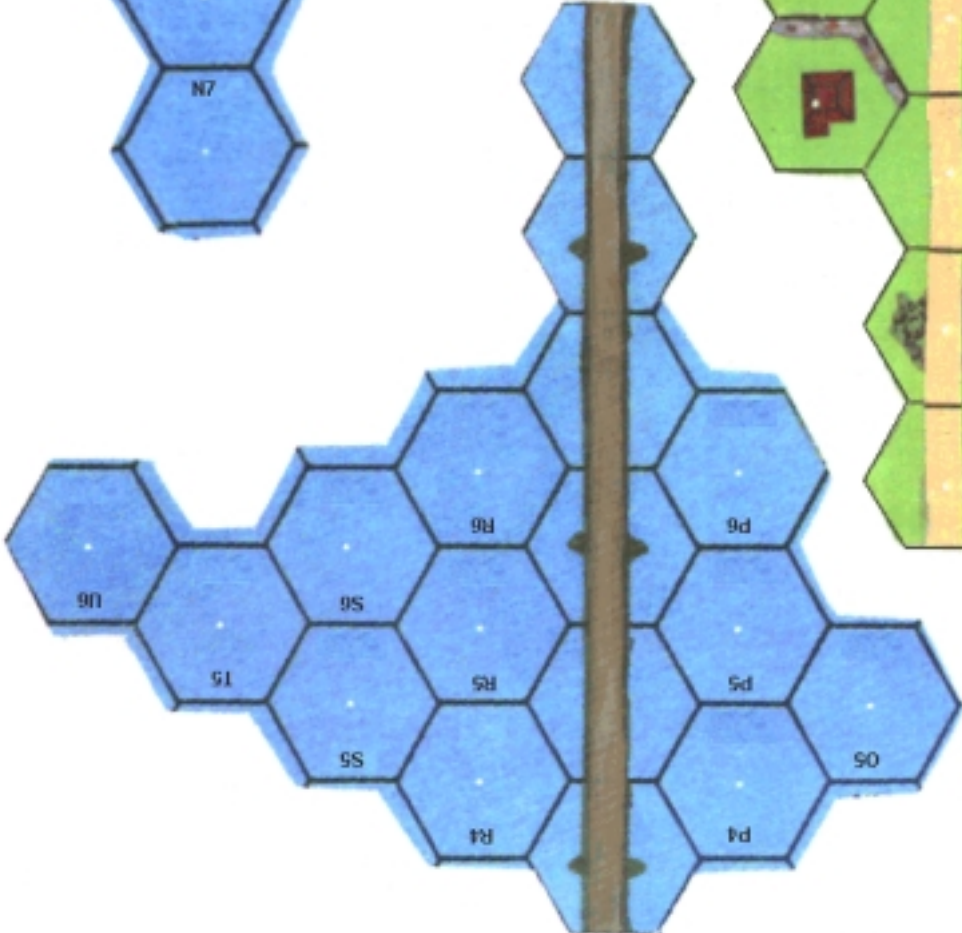
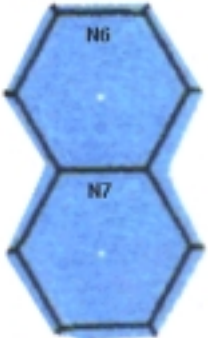
Rail Bridge

Vernonnet village

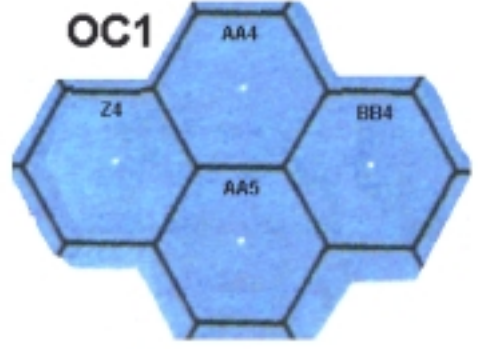
NOTE:
*Cut out overlays
as they are shown*



OC2



OC1



Road Bridge