

# VIEW FROM THE TRENCHES

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## IN THIS ISSUE

**WINTER WARFARE IN BLACKPOOL** - Paul Case at HEROES 2006

**CRUSADERS LADDER** - updated

**ARMIES OF OBLIVION** - reviewed

**AN AMERICAN DECISION IN LA GLEIZE** - tips for American play in KGP CG III

## IN THIS ISSUE

PREP FIRE	2
INCOMING	3
WINTER WARFARE IN BLACKPOOL	4
THE CRUSADERS OPEN	
ASL TOURNAMENT LADDER	8
ARMIES OF OBLIVION	10
AN AMERICAN DECISION IN LA GLEIZE	15
“THIS IS THE CALL TO ARMS!”	16
ON THE CONVENTION TRAIL	19

# PREP FIRE

Hello and welcome to the latest issue of *VFTT*, the first under the new quad-monthly schedule.

I still don't have any finished articles to publish but with the Double One tournament coming up that should fill up a few pages of the next issue. And I have plenty material from the *ASL* Mailing List that needs turning into articles, but I still need material from you lot.

Nick Carter wrote in to let me know that the *SASL* material in the last issue came from his web page.

Derek Cox is lucky enough to be able to attend *ASLOK* this year and wants to know if anyone else is going and maybe meeting up for he trip. If so contact him at [asdy34@dsl.pipex.com](mailto:asdy34@dsl.pipex.com).

Double 1. My last, best hope for victory.

Pete Phillipps

**COVER:** The cover to the eagerly awaited *Armies of Oblivion* module.

### THE ASL MAILING LIST

The *ASL* Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to:  
<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>.

### EMOTICONS

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

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

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

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

Issue 68 should be out at the beginning of September 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.vftt.co.uk/vfttpdf.htm>

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24 Huggett Close  
Leicester  
LE4 7PY

Telephone:  
(0116) 210 1798

E-mail:  
[pete@vftt.co.uk](mailto:pete@vftt.co.uk)

World Wide Web Home Page:  
<http://www.vftt.co.uk>

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# INCOMING

## MMP VALOR

Production work continues 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. There will also be up to four CG and 17 scenarios, although the exact number has not yet been determined. *Valor of the Guards* will have a retail price of \$65.

Production work has begun on *ASL Journal 7* which will include a dozen new scenario and retail for \$24.00. *ASL Starter Kit 3* introduces tanks and other fighting vehicles to the Starter Kit series in a stand alone game. Inside will be a rulebook containing the rules from *ASLSK2* and additional rules for vehicles, one countersheet of 1/2" counters, one countersheet of 1/2" and 5/8" counters, three 8"x22" geomorphic map sheets (t, u & v) and eight scenarios featuring Americans, British, Russians, and German forces. It is expected to sell for \$34.00.

The *Blood Reef: Tarawa Player's Guide* is a \$16.00 magazine focusing on the BRT module. Among the articles inside are strategy guides for both sides, a series re-play of CG III, a Programmed Instruction introduction to playing the various scenarios, numerous examples of play, and a brief summary and chronology of the historical battle.

A reprint of *Doomed Battalions* is also in the pipeline. This will include the counters and scenarios from both *Doomed Battalions* and *The Last Hurray*, as well as re-formatted Chapter H rules, five *ASLSK*-style maps

(9, 11, 33, 44 and 45), three sheets of overlays. It should be on sale for \$72.00.

Work also continues on *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, and *Hakkaa Paalle*.

## HOB RECON

Expected to be out any time now is *Recon By Fire 3* which will focus on the Axis Minors. Inside will be 20 scenarios, historical articles on some of the Axis Minors and numerous scenario analyses. The price is expected to be \$35.00.

HOB are planning on releasing *RBF4*, a special forces scenario pack and reprints of the first two SS scenario packs later in the year.

## FANATICS IN OBLIVION

Fanatic Enterprises has released *Fanatic Pack 4*, which contains 6 scenarios and two Platoon Leader Campaign Games, many of them using three party mapboards, including the mapsheet from *Dzerzhinsky Tractor Works* from Critical Hit and the Heat Of Battle *Higher Ground* mapboards. One of the CG is a desert action, while the other is set in the Spanish Civil War and uses components and rules from the CH module *Guerra Civil*. It can be purchased for \$12/pack. Also available are *The Blitzkrieg Pack* (\$18.00), the *Luzon Pack*, *Oblivion Pack*, *Fanatic Pack 1*, *Fanatic Pack 2* and *Fanatic Pack 1* (\$12.00 each), the *Battlin' Bastards of Bataan Pack* and *Barbarossa Pack* (\$10.00 each) and the *Leningrad Pack* (\$16.00). Shipping and handling is \$2.50 (\$5.00 for delivery overseas). For one pack; add \$1.25 (\$2.50 for overseas orders) for each additional pack ordered. 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 [homeracles11@hotmail.com](mailto:homeracles11@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



## UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

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

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

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

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](mailto: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](mailto:aslunker@aol.com).



## THE TRENCHES

Ω



# WINTER WARFARE IN BLACKPOOL

Paul Case

## Thursday

Did my usual, and arrived at the hotel first, looks like I am Recce Troop again. After getting my room sorted, I went to the bar, got a non-alcoholic drink (too early for me, but made up for it later), and read a book. After about 1/2 hour, reinforcements turned up, in the shape of Neil Brunger. A bit later, Ian Pollard turned up with his moral support, Chris. Whilst we all sat in Reception, Chris said that her sister, Jan, thought that the Hippy looked cute. Naturally, we being the decent people we are, were not going to let that lie, so the Hippy's name from then on was 'Cutie'. Some of you may of wondered why, so I thought I would tell you. Others started to show up as the afternoon went on, including Shaun Carter, whom I owed a beer (which I bought him). If you did not know, Shaun is involved in the design and playtest of a new module from HOB about Kohima, and I can not wait to see it released (I have a special interest in that area, as my Step-Father served in Burma), and shall buy it. Shaun play-tested the scenarios with his willing victim, Brian Hooper, and so, that took them out of the tourney.

Thursday ended with your hero drinking too much, talking a lot of ASL, and other things, then going to bed.

## Friday

Woke up with a mouth like Ghandi's flip-flop, had breakfast, and then went to war.

First battle was against tourney newcomer Phillip Jones, in the Western Front drama 'A37 Dreil Team'. I was the boys from Somerset, naturally. Turn 1, and not a lot happened, just my mtr loses his smoke, and I lost a sqd to a Double-Break. Turn 2, and a 1/2 sqd gets HOB on a morale check, which they promptly Battle-Harden and a Hero shows himself. We have Gusts for the second half of the turn, in which Phil breaks the BMG on his one and only Panther, that with his second Boxcars in a row.

Turn 3, and the Panther crew do their best at wrecking the BMG, and succeed. With a lot of shooting from the SS, I have come to the conclusion that this bunch cannot hit a barndoor at 1 inch with a 105mm howitzer. They also manage to break a LMG. Turn 4, and true to form, Hitler's finest promptly total the broken LMG (they cannot fixed anything, either!). I manage to roll my first Boxcars of the weekend, luckily on a PTC. Two bits of bad luck happen for the West Country boys, first, they somehow manage to total a PIAT, and then, a broken sqd is reduced to a broken 1/2 sqd by the Panther Interdicting them.

Turn 5, and again we get Gusts. This is my finest hour, as at 3 hex range, my boys manage to hit the Panther's frontal armour in a weak spot (I rolled a snakes), and with the TH now doubled to 30, barring a Boxcars, it would kill it. I rolled the cubes, they roll a 9, whew!!, and for the crew, well, they die as well (that will teach them to shoot

at my routing guys!). Turn 6, and Phil rolls a Boxcars on a PTC, but when I roll a Boxcars, it is on a MC, to reduce, and ELR, a 458 to a 237, just my luck! The Close-Combat ends with my 247 being victorious, but the other one has my pinned 248 is killed in Ambush by his 467.

Turn 7, and I manage to rally 2x 1/2 sqds. In a shoot, one of my LMGs breaks, and I roll another Boxcars on a MC. A 1/2 sqd that runs for the finish-line does not get there, he dies. My 'good' luck continues with Boxcars, with yet another 1/2 sqd dying on a MC. I offered the towel during this turn, because I have not got enough movement points left. I have decided to shoot that Sniper of mine, as though-out the battle, he did nothing (SAN 3 times, but rolled 5 each time to see if he was awake, he was not!). This makes me 0-1 for the tourney, but I do not mind, I did kill his Panther with a PIAT from the front, how many can say that?

Two things of note; first, it is nice to see 'Berserk' organiser Trevor Edwards back playing ASL again, welcome back Trev (but, where is Steve Thomas?), and secondly, our own book writer, Ian Daghlish, sold me a signed copy of his newest book (he could of given me it!). His next one, he tells this writer, will be on Operation Epsom, again in Normandy.

The second battle of this years event, was set in 1945, with me playing Hitler's finest in 'SP96 Husum Hotfoot'. The advancing British were played by Paul Legg. On Turn 1, nothing of any importance happened, but Turn 2, and one of the Wasps rolls a Double One, thank God you can not get a CH with one of those things, but wastes it. In the first Close Combat of the game, my Pinned 237 Ambushes 2x 457s (each with a LMG), and kills one of them.

Turn 3, and a bloody Wasp Preps at my guys in a wood (12+1, due to hinderance), DR of 3 = 3MC, so my guys promptly break and ELR. I manage to roll another of my Boxcars on a Morale Check, to make a SS 447 into a broken SS 237. At last I have a sniper, who breaks one of Paul's squads. I lose two 1/2 sqds in the CCPh, one was ambushed in CC, the other was the guys in the melee from last turn to a snakes. My mortar hits one of his Comets five times, but has no effect at all, what a waste! Paul rolls a snakes on a MC and Battle-Hardens plus creates a bloody Hero, but loses the broken 1/2 sqd with them (that will teach them). The Comet on the west flank shoots at my guys



The usual suspects gathered at the bar.



in S9, hits them, but to no effect, then he Intensive Fires at them, and misses.

Turn 4, and my sniper is awake again, as he stuns the east Wasp. The east Comet does the dirty, and KIAs one of my SS 447s. When a 457 makes a dash across the road, my HMG kills the sod, and retains ROF (I knew I would get my own back). Another 457 makes a dash across another road, only to get clobbered by my MMG combo, changing it to a broken 247. Paul's Mr Fanatic is not that good, as he wets his pants when my HMG combo shoot at him. Another one of my 1/2 sqds goes down in CC.

Turn 5, and a 247 dies in the RPh (can not remember which side, there is a war going on, you know!). The west Wasp toasts my MMG combo, rolling a snakes, I should think so! An 8-0 Ldr dies in CC, again, can not remember which side, what with so much fighting going on. Now the following was becoming quite common by now, another 1/2 sqd SURRENDERS, the yellow-bellied cowards. Turn 6, and with Husum mainly in British hands, I do my best to salvage something from this mess. With my Mtr crew leaving their mortar and making a dash for the victory area, they end up in a wood. They are then attacked by the east Comet, who goes into bypass of their woods. The crew promptly find a Panzerfaust, and burn the thing, creating smoke in their hex. My HMG combo does wonders, breaking a Ldr and ELRing a 1/2 sqd, but HOBing another 1/2 sqd. One of them 1/2 sqds dies. Eventually, my HMG guys break. Paul then turns his attention to the crew. This crew survive the fire placed on it, and when Paul fired the Wasps Flame-Thrower, laughed when it rolled a Boxcars. My win, as I had a GO MMC in the Victory area. PHEW!! This makes me 1-1 in the tourny. Unusual thing today, no booze consumed by me!!!!

## Saturday

After breakfast, and I ready myself for round 3 of the tourny. This is against Steve Cook in 'SP130 The Tiger's Whiskers', with me as the Russians (or, to use the correct word, Soviets), now that the PC crowd are happy, we shall continue. The only thing that happened on Turn 1, was that my 3/4 inch dummies were exposed as fakes. So, on to Turn 2, and my T34 'D' loses this APCR, but still manages to kill a PzIV with normal ammo just before it tried to cross the bridge. My 57LL loses APCR (I shall have to have a word with that supply officer next time I can kill the git!), but, as with the T34, it kills it's target, a Tiger, with a shot up the rear end. In my PFP, the same 57LL (not hard, theres only one) shots at a M/C, TH DR 3, less then half, so a CH, effect DR 4 = 3MC. Breaks

those guys, then shoots again, I retained ROF, and the effect DR is snakes, so they die. One of the Tigers gets a CH on a PillBox, but it comes to nothing. Turn 3, and Steve decides to do a board-edge creep down the western edge, with one of his Tigers destroying one of my KV-1Ss, and the crew as well.

Turn 4, and a Tiger goes driving in the woods today, and bogs, but does manage to burn a KV-1S I had stationed next to the woods in the hope of catching the unwary, some hope! The 45LL crew are attacked, and they break. When they try to surrender, those Hitlerite pigs murder them, so I tell the rest of my boys, not to surrender to those pigs, but to fight and, if necessary, die for Mother Russia. The troops that were in Melee, go and get themselves killed. The concealed guys run in the open for some unknown reason, and are turned into conscripts (the only good thing is that now I can play with Conscripts). Turn 5, and that blasted (I wished it was) Tiger manages to unbog itself. Steve then drives a Sd250 off the board, and I stop the game. I then count up the amount of points he can get off, way more than he needs too, so I give the field to him. This makes me 1-2 for the tourny, but hey, I have killed 4 tanks so far, I do not mind.

Game 4, and we find ourselves out in the Far East. The Burmese jungle to be exact. This little round of 3 scenarios feature those guys from Nepal, whom I have a great respect for, the Gurkhas. My opponent for this round is a South African serving in the British Army as an Officer, Ivor Gardiner. I get the Sons of Nippon, in the scenario 'SP95

Burn Gurkha Burn'. Turn 1, and the start of the 'Too Hot To Handle' Flame Thrower for me, yep, my FT totting 1/2 sqd dies. I get a sort of revenge, by killing one of his sqds with one of mine in Final Fire. Ivor does his best chicken act, and declines CC.

Turn 2, and a 1/2 sqd (237) HOB, get the usual for the Japs, berserk, but , with no Brits in sight, it goes and decides to be Elite (238). Both of my mortars get smoke, but one brings enough for just this round, stupid sods. I lose a 238 1/2 sqd on a Boxcars MC. My left wing Reduced sqd makes a grab for the FT, then dies. The Ldr then grabs the FT, and dies (see what I mean, 'Too Hot To Handle' FT, wretched thing!). I then create a DC-Hero (this is 'Heroes', after all), and he makes it to one hex short of the target hex, then gets killed. 9-1/448 Banzai towards his HMG combo, surviving numerous IMCs. The HMG then fires at them using FPF in their hex, and promptly breaks. I massacre his cowards. I loses a Reduced sqd in HtH. One of my sqds reduces to a 1/2 sqd, then goes and breaks.

Turn 3, and lo-and-behold, we have Gusts, thats my smoke gone. The fatal flaw with Jap Ldrs rallying their blokes comes home to haunt me, when a 1/2 sqd rolls an 11, and is Cas-Red, ie. dies. A broken 458 routs in the open, and is interdicted down to a 248. Two of my sqds die in CC against one of his. Now my HMG/MMG open fire for the first time, and roll Boxcars, the Random Selection dice are just as bad, two blinking 6s, flipping typical! The last Brits on Hill 526 die, one down, two to go.

Turn 4, and the wind DR is Snakes, but still no wind, this light jungle is getting



*The action on Saturday evening.*



The scene that greeted everyone at breakfast!

a bit stifling. I lose a 1/2 sqd whilst crossing the bridge, and my last DC bloke dies. Ivor breaks his MMG on Hill 507. the other MMG snakes my guys crossing the bridge. I Boxcars my LMG, whilst my mortar shoots at the 9-1/MMG(brkn), and breaks the 9-1 (glad to see the Ldr is like the MMG). Turn 5, and I break a mortar trying for WP. My 9-1/448 Banzai team die one hex from their target, in a 8-2 PB attack, DR 3 = 2KIA, what a flipping shame. At this point I concede, my Japs have not got enough blokes to complete the job. This makes me 1-3 in the tourny, but no tanks killed in this game, there was not any.

During the evening, before 'Cutie' went on the pull, it was decided that 'Cutie' and me would play each other, as we have not played for a few years.

## Sunday

After scan (one of many Army terms

for food) I prepared to faced down 'Cutie' (God, he is ugly!!!). This game was played in our usual way, who-cares-who-wins-as-long-as-theres-beer-afterwards, the way it should be played.

The scenario of choice is a fairly short one, SP118 'Seizing The Sittang Bridge', with me taking the Sons of Nippon again. Turn 1, and I lose a 1/2 sqd whilst it does 1/2 sqd things. I also lose one of those tin cans they laughingly call an

Armoured Car, to a LMG no less, and the result is a burning wreck (rolled a snakes for the effect!).

Turn 2, and in the first Banzai of the game, Pete manages to cower three of his guys, the target then fired FPF, but to no effect, now it is 'punch-up time' or them. The Chinese mortar rolls a CH on my last A/C, but it is a wasted round. The mortar eventually kills the A/C, and the crew die as well. Banzai CC, and I lose a 1/2 sqd, so now it is a 1-1 minus 1 for me. The other CC carries on with abysmal DRs on both sides.

Turn 3, Pete fires on my 447/LMG, I roll a snakes on the resultant MC, and the 447 goes berserk, but only just. There are four CCs in progress in my part of the turn, so each in order as follows:- 1/ 348/DC and 237/mtr Ambush and kill a Chinese 337. 2/ 448 vs. 337, both die. 3/ 10-1 and 238 vs. 337, both die. And 4/ my berserk guy kills the moron who made him berserk in the first place. The Chinese 8-0 Ldr rallies, and the

grunts with him feel ashamed, so they rally as well. Turn 4, and my advance starts, a bit late as it turns out. With every-one advancing, Pete retreats.

Turn 5, and a HOB on a Chinese 447 makes him go Fanatic. My Ldr/MMG/MMG stack move from 17CC3 to 40Z8 ready for the final push. I create a DC Hero, and with 8MF, he has enough to reach the Chinese bridge defence, but gets himself wounded, cutting his MF to 3. The Engineer squad he came from then charges, and dies next to the 9-1/MMG (bridge defence), and a 1/2 sqd goes and breaks next to them. My two crews both reduce, and a 348 dies in CC. The Chinese Fanatic guy goes and breaks, so much for being Fanatic! Pete moves a lot of his blokes to be next to the bridge defenders (they love each other). Turn 6, and I have totally no luck with my Prep Fire. The wounded DC Hero dies in a hail of gunfire, and with his death, I withdraw from the field (give-in, but hey, got to make it sound good, aint I).

That makes me 1-4 for the tourny, which is about my usual level. As I said earlier, at least I killed 4 tanks, one of them with a PIAT Critical Hit shot through the frontal armour of a Panther, the only way to do it through the front, old chap. And most of all, I enjoyed all my games, which is the whole idea, I think!

Now, with any game of ASL, there is a few rule errors. So, here are some of the ones in my games:- 1/ In game 1 (GT 4), we forgot that the PIAT did not 'X' on a DR of 11, but was only broken, and could be fixed. 2/ In game 2 (GT 6), my HMG fired too many

## PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L
Jas Bal	5	3	2
Nigel Blair	7	3	4
Neil Brunger	5	2	3
Paul Case	5	1	4
Steven Cook	4	3	1
Ian Daglish	5	2	3
Michael Davies	5	3	2
Trevor Edwards	5	3	2
Ivor Gardiner	5	3	2
Tony Gibson	4	2	2
Russell Gough	6	2	4
Brian Hooper	1	0	1
John Johnson	1	0	1
Phillip Jones	5	3	2
Paul Kettlewell	5	3	2
Paul Legg	6	2	4
Dominic McGrath	6	5	1
Ian Percy	4	3	1
Pete Phillipps	5	2	3
Toby Pilling	5	5	0
Ian Pollard	5	1	4
David Schofield	5	3	2
Mike Standbridge	1	0	1
Martin Vicca	4	3	1
Chris Walton	5	0	5

## TOURNAMENT RESULTS

Here are the individual win/loss records for the tournament

POS.	PLAYER	P	W	L	CRUS
1	Toby Pilling	5	5	0	3261.0
2	Dominic McGrath	5	4	1	2930.0
3	Trevor Edwards	5	3	2	3293.3
4	Michael Davies	5	3	2	3063.3
5	Jas Bal	5	3	2	3036.7
6	David Schofield	5	3	2	2930.0
7	Phillip Jones	5	3	2	2798.3
8	Ivor Gardiner	5	3	2	2666.7
9	Paul Kettlewell	5	3	2	2606.7
10	Nigel Blair	5	2	3	3065.0
11	Neil Brunger	5	2	3	2927.5
12	Ian Daglish	5	2	3	2857.5
13	Pete Phillipps	5	2	3	2747.5
14	Paul Legg	5	1	4	2955.0
15	Russell Gough	5	1	4	2955.0
16	Paul Case	5	1	4	2815.0
17	Ian Pollard	5	1	4	2815.0
18	Chris Walton	5	0	5	No Wins
19	Martin Vicca	4	3	1	2848.3
20	Ian Percy	4	3	1	2786.7
21	Steven Cook	4	3	1	2591.7
22	Tony Gibson	4	2	2	2902.5

The Crus column is the average Crusader Ladder rating of the opponents beaten. Martin Vicca, Ian Percy, Steve Cook and Tony Gibson were forced to leave prior to round 5 on Sunday morning due to bad weather.

## THE SCENARIOS

Here is the table of Scenario Win/Loss records:

SCENARIO	ALLIED	AXIS
A37 Dreil Team	1	3
A60 Totsugeki! (ATL3 redone)	1	1
J58 No 8 Platoon Overrun	2	0
J59 Friday The 13th	1	0
NFNH12 The Grim Reapers	0	1
OA10 Monty's Mess	2	3
S2 War Of The Rats	1	0
SP108 Searing Soltau	1	1
SP115 The Five Pound Prize	0	1
SP118 Seizing The Sittang Bridge	3	2
SP127 Die Gurkha Die	0	2
SP128 Rupee Reward	1	1
SP130 The Tiger's Whiskers	1	4
SP80 Die Gurkha Die!	0	3
SP95 Burn Gurkha Burn!	2	4
SP96 Husum Hotfoot	1	7
WCW7 Eye of the Tiger	4	2
TOTALS56	21	35





*Toby Pilling takes home the top prize again - and announces his retirement!*



*The welcome return of Trev Edwards sees him take runner-up position.*



*Chris Walton accepts the booby prize with a smile on his face.*

times, no ROF in the AFPh, just got carried away with it all, old chap. 3/ In game 3 (GT 2), when I killed the Tiger with my 57LL, it should of missed. You can not Bore-Sight any hex when your opponent starts with any troops on board. 4/ In game 4 (GT 4), Ivor, my opponent, forgot that units on Level 2 hills with a Level 2 obstacle between them, can still see each other. As with all errors, A.2 old boy! And, just a reminder when you play the Japanese in any 'Schwerpunkt' scenario when they are attacking, you must move quickly, I did not!

During my last game, we had to stop for a few minutes to give out the prizes. No need to guess who came first, yep, Mr ASL in the UK, Toby Pilling, choosing the figurine with two Japanese soldiers on it. In second place, the long-time-no-see original organiser (minus his co-organiser, Steve Thomas) of Blackpool ASL, Trevor Edwards, choosing the figurine of a Yank MP. In last place, came relative newcomer Chris Walton, getting a scenario pack (Friendly Fire 1, I think). Now for the decent prizes, Snakes

and Boxcars (I was in with a chance of the last one), both of which were won by Paul Legg, getting 13 snakes and 9 boxcars in the same game, which he still lost! This is the best prize because, instead of trophies, you get money. With £2 for snakes and £12 for boxcars, that's £14 Paul walked away with, and he nearly won the last prize, as well!

Now, this is going to be of interest to you lot, Toby announced that he has now retired from competitive ASL (his mantle piece was complaining about the weight of all his trophies), so that means that all you lot who have come second, behind him, now can not blame Toby for not winning first place!

For something totally different, I asked two newbies what they did not like about the event, and both Phillip Jones and his mate, Jaz, both said that they enjoyed it very much. The only thing that they said could improve was the choice of some of the scenarios. This is a very difficult thing to do, as in any tournament, people will always have a complaint about this. I believe that no matter what Derek Tocher does, he will always lose on this matter, that is why you are provided with three to choose from. I can not see how it can be done any other way. Plus, each year, Derek has to provide different scenarios, otherwise 'Heroes' and 'Intensive Fire' would become very boring, something that this writer would not enjoy. If you have any suggestions, drop Derek a line. You never know, your suggestion might appear in a tourney. But do not be upset if it does not.

After our game, 'Cutie' and me did

our usual, and went to the Pub to watch the Football. Nigel Blair and Ian Pollard joined us, but they watched the Rugby, which England lost, as the French had an extra player, the ref! Both Manchester United and Arsenal won their matches, with Arsenal's being the sweetest, what with Liverpool fans sitting next to us, YES!!! Then it was off to another pub for a meal. All in all, a very good weekend. See you all in Bournemouth in October.

Next years 'Heroes' has already been booked for the same place, same weekend, so get the time off work/cleared with the missus etc. sorted out, and get yourselves to Blackpool.

PS - In case you are wondering, the title of this piece came about because it snowed on Saturday night, hence Winter Warfare (if it coincides with any other tourney title, HARD LUCK!). (*I preferred It Never Snows In March, to mis-quote the title of a book about another heroic British effort in World War 2 - Pete*)

Ω

## LOST AT HEROES 06

Somebody left behind their copy of the ABTF map, the German MMC counter-sheet and Chapter F (including divider). Let me know who you are and I'll post them back to you (or return them to you at INTENSIVE FIRE if you want.

Steve Cook also lost his copy of board 42 so if someone has it please let me know and I'll pass your details on to him - Pete.



*Pete Phillipps plays his 100th tournament game against old foe Paul Case!*

# The Crusaders Open ASL Tournament Ladder

## HEROES! 2006 Update Toby Wins Third HEROES Tournament

Derek Tocher

Early March saw just over two dozen ASLers congregate in Blackpool for the third HEROES tournament to date. After three days on intensive play Toby Pilling once again emerged as the winner of the 'northern' ASL tournament winning a trophy featuring two Japanese infantry figures.

HEROES 2006 was the 21<sup>st</sup> British ASL tournament and there are now 2250 results recorded on the ladder. Remarkably there are three players who have attended every event so far; Ian DGLISH, Dominic McGrath and Pete Phillipps. There are many others however who have attended a large number of events and the ladder logs show that no fewer than 23 others have been at ten or more of the tournaments. The largest number of games played over the last ten years have been racked up by Dave Schofield

(123), closely followed by Brian Hooper (117). The top 10% of players have ratings of 3280+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2810 while the bottom 10% of participants are rated 2665 or less. These numbers have remained essentially invariant over the last six years and the distribution of results is essentially Gaussian about 3000.

Despite Toby's win he only picked up 25 points for his 5-0 performance. Nevertheless his total is now a pretty unassailable 4085 pts. However rumour has it that he is beginning to find the stress on maintaining his winning streak and may retire from tournament play in the near future. The two big winners over the weekend however were Nigel Blair (+350 pts) and Michael Davies (+230 pts). Nigel's win moved him from the

almost the foot of the ladder after INTENSIVE FIRE 05 to 199<sup>th</sup>. However he still has some way to go to reverse the 535 pt loss he suffered at INTENSIVE FIRE back in October. At the same time Michael's 3-2 record gained him 75 places to put him mid-table (107<sup>th</sup>). Just as there were big winners there were of course big losers during the weekend, most notably Chris Walton, who lost all five games and with them 390 points, dropping him from mid-table to 221<sup>st</sup>. The other big loser over the weekend was Ian Pollard who lost 240 points and slipped more than fifty places.

Without more ado here is the ladder as of 1st April 2006.

Ω

Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points
1	Toby Pilling	75	68—2—5	4085	41	Francois Boudrenghien	3	3—0—0	3205
2	Steve Thomas	42	32—1—9	3755	42	Jean Devaux	3	3—0—0	3190
3	Simon Strevens	84	57—1—25	3705	43	Armin Deppe	13	7—1—5	3185
4	Mike Rudd	38	32—1—5	3660	44	Bill Durrant	5	4—0—1	3180
5	Fermin Retamero	13	11—0—2	3650	45=	Steve Crowley	47	21—1—25	3175
6	Michael Hastrup-Leth	45	31—1—13	3615	45=	Jonathan Pickles	8	5—0—3	3175
7	Derek Tocher	102	75—2—24	3600	47=	Grant Pettit	7	4—1—2	3170
8	Aaron Cleavin	6	6—0—0	3565	47=	Bruno Tielemans	3	3—0—0	3170
9=	Peter Bennett	14	12—1—1	3560	49=	Simon Croome	38	21—0—17	3165
9=	Bjarne Marell	36	26—0—10	3560	49=	Ian Percy	10	6—1—3	3165
11	Steve Linton	17	14—0—3	3545	51=	Rodney Callen	6	4—0—2	3160
12	Trevor Edwards	79	41—1—37	3540	51=	Mel Falk	9	5—0—4	3160
13	Carl Sizmur	16	11—0—5	3515	53	Jeremy Copley	9	6—0—3	3150
14	Jes Touvdal	24	16—0—8	3475	54	Nick Edelsten	22	14—1—7	3145
15	Dominic McGrath	114	66—2—46	3465	55	Keith Bristow	53	32—1—20	3140
16	Lars Klysner	11	8—0—3	3400	56=	Stephen Burleigh	26	10—2—14	3135
17	David Tye	39	18—0—21	3380	56=	Paul Haesler	10	4—2—4	3135
18=	Ran Shiloah	11	7—0—4	3370	56=	Paul O'donald	72	44—1—27	3135
18=	Peter Struijf	10	8—0—2	3370	56=	Frenk Van Der Mey	4	3—0—1	3135
20	Dave Schofield	123	86—0—37	3365	60	Chris Courtier	13	7—2—4	3130
21	Bernt Ribom	5	5—0—0	3350	61	Paul Sanderson	41	21—0—20	3125
22	Tim Bunce	25	14—0—11	3335	62=	Lee Brimmicombe-Wood	12	8—0—4	3120
23	Joe Arthur	21	13—0—8	3305	62=	William Hanson	19	11—0—7	3120
24	Frank Tinschert	15	10—0—5	3295	62=	Philip Jones	5	3—0—2	3120
25	Phil Draper	36	22—1—13	3290	62=	Paul Ryde-Weller	10	5—1—4	3120
26	Philippe Leonard	9	7—1—1	3285	66=	Georges Tournemire	3	2—1—0	3115
27=	Will Fleming	3	3—0—0	3280	66=	Mark Walley	4	3—0—1	3115
27=	Ralf Krusat	6	5—0—1	3280	68=	Luis Calcada	43	21—1—21	3110
27=	Alan Smee	4	4—0—0	3280	68=	Luc Schonkerren	5	3—0—2	3110
30	Dave Booth	7	5—0—2	3270	70=	Scott Byrne	6	4—0—2	3105
31	Daniel Kalman	11	8—0—3	3245	70=	Andrew Dando	44	23—2—19	3105
32	Aaron Sibley	50	30—0—20	3240	70=	Bob Eburne	53	30—0—23	3105
33=	Daniel Batey	4	4—0—0	3235	70=	Simon Morris	11	6—0—5	3105
33=	Paul Saunders	19	10—0—9	3235	70=	Stewart Thain	15	8—0—7	3105
35	Ray Woloszyn	31	18—1—12	3225	75	Russ Curry	6	4—0—2	3100
36	Christain Koppmeyer	15	8—0—7	3220	76=	Nigel Brown	26	11—0—15	3095
37	Tom Slizewski	5	4—0—1	3215	76=	Raurigh Dale	36	16—0—20	3095
38=	Klaus Malmstrom	4	3—1—0	3210	76=	Mikael Siemsen	6	3—0—3	3095
38=	Nils-Gunner Nilsson	5	4—0—1	3210	76=	Martin Vicca	17	11—0—6	3095
38=	Yves Tielemans	3	3—0—0	3210					



VIEW FROM



Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points
80=	Jas Bal	5	3—0—2	3090	161	Sam Prior	15	6—0—9	2875
80=	Kevin Beard	13	9—1—3	3090	162=	John Johnson	1	0—0—1	2870
80=	Steve Cook	8	6—0—2	3090	162=	David Kalman	5	2—0—3	2870
80=	Brian Hooper	117	41—1—75	3090	164	Russell Gough	81	45—4—38	2865
80=	Gary Lock	2	2—0—0	3090	165=	Peter Ladwein	21	9—0—12	2860
80=	Iain Mackay	43	22—0—21	3090	165=	Pete Phillipps	100	43—0—57	2860
80=	Peter Michels	3	2—0—1	3090	165=	Lutz Pietschker	4	1—0—3	2860
87	Paulo Alessi	6	4—0—2	3085	165=	Neil Piggot	4	1—0—3	2860
88	Dirk Beijaard	5	3—0—2	3080	165=	Neil Stevens	60	24—2—34	2860
89=	Billy Carslaw	11	4—0—7	3075	170	Nick Angelopoulos	5	1—0—4	2850
89=	Robin Langston	9	4—2—3	3075	171=	Bill Eaton	21	8—3—10	2840
89=	Chris Milne	5	3—0—2	3075	171=	Tim Macaire	46	21—0—25	2840
92=	Jean-Luc Baas	3	2—0—1	3070	173	Dave Otway	5	1—0—4	2835
92=	Serge Bettencourt	3	2—0—1	3070	174	Mike Daniel	5	2—0—3	2825
92=	Robert Schaaf	3	2—0—1	3070	175	Mark Chapman	6	2—0—4	2820
95=	Alexander Rousse-Lacordaire	4	2—1—1	3065	176	Michael Robertson	4	1—0—3	2810
95=	Bob Runnicles	3	2—0—1	3065	177	Mark Warren	14	6—0—8	2805
97	Patrik Manlig	16	9—0—7	3060	178	Clive Haden	5	2—0—3	2800
98=	Stefan Jacobi	11	5—0—6	3050	179=	Alistair Fairbairn	3	0—0—3	2790
98=	Bo Siemsen	4	2—0—2	3050	179=	Nick Ranson	5	1—0—4	2790
100=	Scott Greenman	8	3—1—4	3045	179=	Nick Sionskyj	8	3—0—5	2790
100=	Ulric Schwela	40	17—1—22	3045	182=	Chris Littlejohn	14	3—2—9	2780
102	Steve Pleva	6	3—0—3	3035	182=	Andy McMaster	19	6—0—13	2780
103	Paul Kettlewell	72	33—0—39	3030	184	Graham Worsfold	3	0—0—3	2775
104=	Daniele Dal Bello	4	1—0—3	3025	185=	Lee Bray	14	3—0—11	2770
104=	Peter Hofland	4	2—0—2	3025	185=	Richard Kirby	7	2—0—5	2770
106=	Michael Davies	49	26—1—22	3015	187	Bill Hensby	31	10—0—21	2765
106=	Vincent Kamer	4	2—0—2	3015	188=	Andrew Hershey	10	4—0—6	2760
108=	Colin Graham	5	3—0—2	3010	188=	Flemming Scott-Christensen	6	1—0—5	2760
108=	Andrew Saunders	33	15—1—17	3010	190	Oliver Gray	9	3—0—6	2755
110=	Nick Brown	3	1—1—1	3000	191	Peter Neale	3	0—0—3	2750
110=	Steve Grainger	8	4—0—4	3000	192	Burnham Fox	23	10—0—13	2740
110=	Martin Hubley	4	3—0—1	3000	193=	Rupert Featherby	3	0—0—3	2735
110=	Ian Kenney	4	2—0—2	3000	193=	Nick Quinn	14	5—0—9	2735
110=	Phil Nobo	11	6—0—5	3000	195	Gareth Evans	4	0—0—4	2730
110=	Duncan Spencer	4	2—0—2	3000	196	Hamish Hughson	4	0—0—4	2725
116=	Michael Essex	23	12—0—11	2995	197=	Steve Cocks	4	0—0—4	2720
116=	Tony Gibson	15	9—0—10	2995	197=	Marc Horton	6	1—0—5	2720
116=	Gilles Hakim	5	2—0—3	2995	199	Nigel Blair	63	23—0—40	2365
119=	Eric Baker	2	1—0—1	2985	200	Wayne Baumber	44	19—0—28	2710
119=	Ivor Gardiner	7	7—0—5	2985	201	Justin Key	49	19—1—28	2700
119=	Ben Jones	47	22—0—25	2985	202	Simon Hoare	4	0—0—4	2690
122=	David Farr	4	2—0—2	2980	203	Jeff Howarden	7	2—0—5	2685
122=	Malcolm Rutledge	3	1—0—2	2980	204	Christain Speis	5	1—0—4	2680
124	Sergio Puzziello	5	1—0—4	2975	205=	Malcolm Hatfield	44	6—0—28	2675
125	Brenan Clark	5	2—0—3	2970	205=	William Roberts	7	0—0—6	2675
126	Derek Cox	6	2—0—4	2960	207=	Neil Brunger	31	11—0—20	2670
127=	Ian Daglish	104	49—1—54	2955	207=	James Crosfield	15	6—0—9	2670
127=	Michael Maus	7	3—0—4	2955	207=	Jackie Eves	28	10—0—18	2670
129	Patrick Dale	33	13—1—19	2950	210	Paul Legg	89	35—1—53	2665
130=	Laurent Forest	3	0—0—3	2945	211	Ian Pollard	88	34—0—52	2660
130=	Alex Ganna	2	0—1—1	2945	212=	Pedro Barradas	7	1—0—6	2655
130=	David Murry	5	2—1—2	2945	212=	Chris Netherton	23	8—2—13	2655
130=	Pedro Ramis	6	3—0—3	2945	214	Nigel Ashcroft	52	19—1—32	2635
134=	Paulo Ferreira	9	4—0—5	2940	215	Adrian Catchpole	11	2—0—9	2625
134=	Wayne Kelly	11	4—1—6	2940	216	Adrian Maddocks	12	3—0—9	2620
134=	Bob Nugent	3	2—0—1	2940	217	Arthur Garlick	21	2—5—14	2615
134=	Jon Williams	14	6—0—8	2940	218	Bryan Brinkman	9	1—0—8	2610
138=	Derek Briscoe	1	0—0—1	2935	219	John Fletcher	6	0—0—6	2585
138=	Martin Bryan	19	8—0—11	2935	220	Graham Smith	31	10—0—21	2570
138=	Martin Mayers	15	5—0—10	2935	221	Chris Walton	11	3—0—8	2565
141=	Andrea Marchino	1	0—0—1	2930	222	Nick Carter	9	2—0—7	2560
141=	Andy Price	3	1—0—2	2930	223	Paul Case	104	26—2—76	2555
143=	Paul Boyle	5	2—0—3	2925	223=	Mike Stanbridge	47	13—1—33	2555
143=	John Sharp	8	3—0—5	2925	225	Michael Rhodes	43	10—0—33	2545
145=	Steve Allen	6	1—1—4	2920	226	Robert Seeney	5	0—0—5	2510
145=	Tim Collier	17	7—0—10	2920	227	Roger Cook	28	8—2—18	2460
147=	Iain Ainsworth	1	0—0—1	2915	228	David Ramsey	9	1—0—8	2435
147=	Edo Giaroni	3	1—0—2	2915	229	John Kennedy	24	5—0—19	2415
149=	Joel Berridge	3	1—0—2	2910	230	Chris Ager	21	5—0—16	2355
149=	Brian Martuzas	5	2—0—3	2910					
149=	Andy Smith	4	0—0—4	2910					
152=	Ray Jennings	4	1—0—3	2905					
152=	Phil Ward	5	2—0—3	2905					
154	Josh Kalman	10	5—0—5	2900					
155=	Kevin Croskery	5	4—0—4	2895					
155=	Martin Kristensen	6	2—0—4	2895					
157=	Jakob Norgaard	6	1—1—4	2885					
157=	Bernard Savage	21	9—1—11	2885					
159=	Sam Belcher	8	3—0—5	2880					
159=	Shaun Carter	63	27—1—35	2880					



Mark Pitcavage

Attendees at the recent Winter Offensive 2006, an Advanced Squad Leader (ASL) convention held in Maryland, were able to purchase a new ASL module, *Armies of Oblivion*, the first “core” module released in seven years, featuring the armed forces of the various minor Axis countries (except Finland). Since February, pre-ordered copies of this module have been arriving in mailboxes and on store shelves around the world, and will soon be available for direct order from the publisher, Multi-Man Publishing.

Therein lies a story worth telling. Readers not interested in the history and context of *Armies of Oblivion* can skip straight to the meat of the review, but to truly appreciate AOO, one should know something of its history.

A digression may be in order here.

In 1967, noted science fiction writer Harlan Ellison edited and published an anthology titled *Dangerous Visions*, featuring the work of many writers. It was a tremendous critical and popular success, leading Ellison to publish a much larger sequel, *Again, Dangerous Visions*. The sequel, too, was popular. Ellison conceived of a grand finale, a third anthology far larger than the first two. This book, *Last Dangerous Visions*, was announced in 1971 and eagerly anticipated.

Yet Ellison had bitten off more than he could chew. Assembling, editing and writing lengthy introductions for so many dozens of stories was an Herculean chore. Perhaps understandably, Ellison put off *Lost* to work on other projects. In the meantime, he bought more stories for it—dozens and dozens. But this just made the project larger still, leading to another delay. Throughout the 1970s and beyond, announcements regularly appeared of *Lost*'s imminent release—a release that never actually appeared.

It became increasingly obvious that *Lost* was unlikely ever to be completed. Indeed, as the years passed, an increasing number of contributors dropped dead. In 1994, a book was even published that detailed the saga of *Lost* and explained why it was unlikely ever to be published. That was twelve years ago. It remains unpublished to this day, vaporware before the term was even in-

vented.

Why do I mention a science fiction anthology in the context of board wargaming? The reason is that until its publication in the winter of 2006, *Armies of Oblivion* was the *Lost Dangerous Visions* of the wargaming world. No other board wargame had been anticipated for so long by so many. There were contenders for the crown, but it was AOO whose non-arrival caused most anguish among expectant fans.

AOO was just too big a project. Even after the Allied minor forces and the Finns had been extracted from it, to appear on other modules, it was a large project with many complicated scenarios to playtest, thousands of counter to lay out, and a lot of research to be done on an obscure subject. More importantly, throughout its history, AOO never seemed to have a “champion.” There was no one person heading the project from start to finish; instead, the project was successively handed off or parted out to a variety of people. It became the ugly stepchild of ASL.

Thus it is perhaps not surprising that AOO would repeatedly be set aside, first by Avalon Hill then by MMP, for some project more interesting to those in charge. From its position at the back of the bus, AOO saw any number of historical ASL modules, new editions of older ASL modules, and other ASL projects such as *Solitaire ASL* and *Action Packs* exit first, not to mention a wide-ranging variety of non-ASL wargames.

In the meantime, ASL fans became more and more agitated for the “Green Meanies,” as many termed them, to arrive. Repeated broken promises about its imminence did little to satisfy the hungry hordes, around 2,000 of whom had actually pre-ordered the game in advance, not knowing it would actually still be several years before it actually appeared (causing no end of expired credit card problems).

The situation became so bad that some people announced they would not buy any MMP products until AOO finally came out, while others were so tired of waiting they perversely announced that it didn't matter if the module ever appeared. “Who cares about crappy Axis minor tanks?” they asked cynically.

Finally, in 2005, there were signs that the module (some parts of which, such as the scenarios, had actually been designed over a decade earlier) was actually nearing completion. Many ASLers actually became apprehensive at this point—and probably some MMP staff did, too—that the wait for the module had been so terribly long, that expectations had been so tremendously built up by the wait, that AOO could never actually fulfill those expectations and the only result of the final release of AOO would be a collective sigh of disappointment.

And then, in Bowie, Maryland, in 2006, a decade and a half after it was announced, *Armies of Oblivion* actually appeared, in the flesh, so to speak. Winter Offensive convention attendees looked at it with the same sort of awed reverence that many must give to the Shroud of Turin. Was that it? Is it really here? Can it be true?

It was true. *Armies of Oblivion* had arrived.

## Pinch Me, I Must Be Dreaming

As if to emphasize its physical reality, AOO shows up in a heavy grey box featuring tired Hungarian honveds trudging along a column of vehicles. It is the sort of box that just demands to be opened up and inspected.

## Maps

Somewhat confusingly, there were actually three different versions of AOO assembled. The differences in the three versions center around the maps. The original AOO mounted mapboards were actually printed many years ago and made available for sale independently by MMP. Over the years, many ASLers purchased those maps and thus had no need or desire to purchase them all over again when AOO finally came out. So MMP thoughtfully allowed people to pre-order a less expensive version of AOO that came without any maps. Except perhaps on the resale market, no one need worry that their version of AOO is

mapless, because those copies were only available to people who had specifically pre-ordered them.

So many people, however, had pre-ordered the version with maps that MMP found itself in a bit of a dilemma. The rapidly growing costs involved with producing mounted maps had recently caused MMP to shift to a “semi-mounted” style of mapboard. Instead of the maps being printed onto paper, then glued onto thick cardboard, they would print the maps directly onto a sheet of lighter cardboard. The maps in the two (to date) ASL Starter Kits, as well as the 3rd edition of *Beyond Valor*, all use this “new style” of mapboard. The new style maps are actually quite nice, being considerably more sturdy than unmounted maps, which are still the standard in board wargaming. But MMP did not have enough “old style” maps to fill the entire print run of AOO.

Consequently, MMP decided to limit the “old style” maps to pre-orders. People buying after the pre-order period was up would get AOO with the “new style” maps. Thus someone who did not pre-order AOO and wanted to buy it right now would have to purchase the “new style” map version, unless they were able to find a retail store or Web seller who had pre-ordered copies of the “old style” map version. Supposedly the games have stickers to let people know which version they are looking at. Confusing? Perhaps, but MMP handled the whole thing in a very customer-friendly way.

AOO thus comes with four mounted or semi-mounted mapboards, depending on what version one has. The maps themselves are very attractive. Board 48 depicts a small crossroads village, which was badly needed. Board 49 represents the outskirts of an urban, perhaps industrial area. Board 50 depicts two large, somewhat wooded hills; the tough terrain and small number of buildings also makes it suitable for PTO scenarios. Board 51 covers a densely built-up city center area, with massive stone buildings that one might find in the center of Vienna or Prague.

In addition to the mapboards, there are three sheets of map overlays, which can be cut out and placed on top of different maps to create more varied terrain. These are not likely to particularly excite many ASL players, but will be of immense use to ASL scenario designers, who are always stretched in terms of the available map resources at their disposal. Two of the overlay sheets have useful hill and woods overlays, but the third sheet is the one that will be most exciting to scenario designers—it is a full-length overlay of a river, allowing designers to turn virtually any mapboard into a river board, or to place rivers at map angles previously not allowed by the system. This is a great gift to scenario designers, who certainly will take advantage of the flexibility it allows to create some attractive scenarios in years to come.

## Counters

AOO comes with six full countersheets. Two countersheets are 1/2” infantry counters, while there are four full sheets of 5/8” vehicle and ordnance counters, for a total of 1,264 counters. One infantry countersheet duplicates the Axis Minor infantry who first appeared in the module Parti-

san. It also includes some fresh additions, such as some higher powered squads to represent late war Romanian and Bulgarian troops armed with Soviet submachineguns.

The second countersheet provides a second set of infantry, green in color with a German blue border, to represent Hungarians, since Hungarians and Romanians fought with each other during the period 1944-45. Both countersheets have the slightly larger unit depiction and typeface that MMP adopted recently, which makes these counters more attractive than their Partisan counterparts of years ago.

Most of the counters represent the vehicles and ordnance of the Romanian, Hungarian, Slovakian and Croatian troops that fought on the Axis side during World War II. These range wildly in quality from World War I era French FT-17 tanks to the Panthers and Tigers that served in Hungarian service. One of the most interesting aspects of the Axis minor forces is how tremendously varied and unusual their armament was.

Accompanying the counters is a new Chapter H section explaining the attributes of the vehicles and guns. Of course, as ASL aficionados know, Chapter H is far more than that; it is an incredibly rich source of detailed information about the manufacture and usage of fighting vehicles and ordnance in World War II. Were the complete Chapter H published independently as a book, it would sell well to World War II armor buffs. Certainly these new pages, depicting the Axis minor vehicles, are an intriguing addition. The only absence that I can see is that the vehicles given by the Germans to their puppet Serbian and Slovenian forces are not mentioned.

## Rules

In addition to the new Chapter H rules, AOO includes a variety of replacement pages for the existing rules—the first such pages to appear in many years. These replacement pages add the new infantry counters to Chapter A (infantry rules) and the Axis minor forces to Chapter S (solitaire rules). Additionally, they contain Chapter A and Chapter D (vehicle rules) replacement pages introducing a major and much-needed rules change designed to eliminate certain abuses of the vehicular platoon movement rules. New Solitaire ASL charts are also included.

## Scenarios

For many ASLers, AOO is not as important for the scenarios that it contains as it is for the rules, counters, and map sheets, which will allow hundreds of new scenarios to be designed in the coming years and months (already one third party scenario pack featuring Axis minor forces has been published and more products are on the way).

Still, most people’s first impressions of AOO will be from playing one of the 11 scenarios (the box bottom mistakenly says 12 in one location) that come with the game. These scenarios are fascinating in the same way that a time capsule or the movie *Jurassic Park* may be fascinating. Designed in the early 1990s, they definitely represent a blast from the past in terms of scenario design, which over the past ten years has progressively evolved from predominantly mas-

sive, lengthy scenarios to predominantly leaner, faster-playing scenarios. More than anything else, this evolution is due to the popularity of tournament play, which dictates relatively small scenarios, and to the decreasing amount of time on people’s hands as they deal with family and work.

The scenarios of AOO, though, would fit well alongside the oldest ASL scenarios in modules such as *Beyond Valor* and *Yank*. They are large and long; the smallest among them is still medium-sized. Because they are so large, many of them will get relatively limited play, but that does not mean they are of low quality. Most of the scenarios in AOO were designed by Brian Martuzas, with veteran scenario designers Pete Shelling, Kenn Dunn, and Paul Kenny each contributing one each.

Taken collectively, the scenarios are an interesting and eclectic mix. What is noticeably absent from them are low quality Axis-minor troops. While elite and first-line troops appear in every scenario, conscript Axis minor squads are nowhere to be seen. The module is also missing any scenarios depicting Croatian troops. All three of the scenarios I played were quite enjoyable, and several of the others look interesting to me as well. Given the large size of so many of the included scenarios, however, and taking into account my limited time, it is quite possible that much of the use I get out of AOO in the next few years will come from future scenarios that use these counters and maps.

## Scenario Notes

So far I have played three of the 11 scenarios in AOO and enjoyed all three (thanks go to my esteemed opponents Carl Nogueira, Stan Jackson, and Craig Hornish). Impressions on these scenarios and capsule descriptions of all of them follow:

### Scenario 111 - Balkan Sideshow

This meaty scenario depicts a very rare occurrence—an action from the invasion of Yugoslavia in 1941. That campaign was over so quickly, as the Yugoslav army collapsed, that it has not provided the grist for many scenarios. A full 10 turns long, it features the Yugoslavs defending a bridge from attacking Hungarians. Eight Yugoslav squads, aided by pillboxes, barbed wire, mines, and machine guns, set up on the far side of the river, while 10 more Yugoslav squads enter the game area retreating in front of the Hungarians, trying to slow them down. The Hungarians feature 14 cavalry squads, seven AFVs, two trucks towing artillery pieces, and eight squads of assault engineers (complete with a flamethrower and a demolition charge). This was one of the scenarios I played (as the Yugoslavs). The Hungarians have overwhelming force, but they must cross a river, and there are only two ways to do it: directly across a bridge which is likely to be heavily defended, or using their cavalry to swim across the river, which is both time-consuming and dangerous. The Yugoslavs have a fragile, brittle force, which will hurt them in the end game, as their troops lower in quality and strength. They must take every measure to conserve their forces for the end game, since the scenario is so long, and must inflict maximum casualties on the Hungar-



ian forces to ensure that the final Hungarian assault is too weak to succeed. I won this scenario as the Yugoslavs but I don't think they have any edge.

### Scenario 112 - Out of Cowardice

Another Yugoslavia 1941 action, this 6-turn scenario, featuring Hungarians attacking the Yugoslav Army, is one of the smallest in the module, so should be popular. The Hungarians have 11 squads and three AFVs, while the Yugoslavs defend with nine very poor squads and a random number of partisan squads representing armed civilians. Depending on the die roll, then, the Yugoslav force may range from 11 total squads to as many as 16 total squads. The Hungarian victory conditions (taking a certain number of buildings) are adjusted based on this die roll as well. However, at first glance, I would rather have a lot of partisans and tougher victory conditions as the Yugoslavs than the reverse, just because the rest of my troops are so poor and unreliable.

### Scenario 113 - Liberating Bessarabia

The summary of 1941 is the scene for this 8-turn scenario, is one of the smallest scenarios in the whole module, featuring 14 Romanian squads and six tanks attacking 11 poor quality Soviet squads and four poor quality tanks. Because of its size, this is likely to be one of the most played

scenarios in AOO, and it was the first scenario that I played. The Romanians must take six multi-hex buildings from the Soviets in order to win. Unfortunately for the Soviets, there are six multi-hex buildings right up near the front lines, which means the Soviets cannot easily give ground. Thus most playings of the scenario are likely to be straightforward and bloody. Whoever wins the tank battle will usually have a distinct advantage, and the vehicles of both sides have armor so weak that even machine guns may take them out. I won as the Romanians and came away with the sense that they probably have an advantage over the Soviets, although how much of one it would be hard to say. It was a fun scenario.

### Scenario 114 - Cautious Crusaders

This 9-turn scenario features Soviets and Slovaks fighting each other in the Ukraine in the summer of 1941. Accompanied by 8 vehicles, 20 Slovak squads (some on bicycles) must wrest a coterie of multi-hex buildings from 25 Soviet squads and two light anti-tank guns. Both sides have a little off-board artillery as well. Although the Slovaks have elite squads, their work is cut out for them, as the Soviets outnumber them and have reasonable troop quality. The Slovaks must get the maximum utility from their Czech-made tanks.

### Scenario 115 - Huns of Steel

This unfortunately named scenario is another East Front scenario, featuring Hungarians on the attack against Soviets in the summer of 1942. Nine turns long, this scenario features 20 first line and elite Hungarian squads (riding horses and motorcycles), accompanied by 16 AFVs (half of them Panzer Mk IVs) attacking 18 Soviet squads, heavily armed, who are assisted by an artillery piece, a lot of barbed wire, and nine AFVs, including Lend-Lease Valentine and Stuart tanks.

### Scenario 116 - The Sixth Blow

This is a late-war 8 1/2-turn scenario featuring horses upon horses—Soviet horses, German horses, and Hungarian horses. The scenario is complex, but basically it is a fighting withdrawal on the part of the Soviets (which is somewhat strange, as the scenario's historical description, devoid of tactical detail, depicts a Soviet attack). The Soviets have 8 partisan squads, 12 cavalry squads, and 6 infantry squads, along with 8 AFVs. The Hungarians have 11 cavalry squads, an armored car, and a couple of artillery pieces. The Germans have 6 infantry squads, 6 cavalry squads, and 7 AFVs (including two Panthers). The Russians get air support and off-board rocket artillery.

## Scenario 117 – With Tigers on their Tail

This 11-turn behemoth of a scenario features late war action between the Hungarians and Soviets in the Carpathian mountains in the summer of 1944. In this action, the Soviets are on the attack against a Hungarian delaying force. To win, the Hungarians, who enter the scenario from the north edge of the map, must exit at least 30 victory points worth of units off the south edge of the map, while making sure that the Soviets exit less. To accomplish this feat, they have 18 elite and first-line squads, well armed, and 10 AFVs, which include two Tiger tanks thoughtfully given to them by the Germans. The Soviets have 22 squads, lightly armed, and nearly as many (21) AFVs. These include 12 T-34s. With so many of the vehicles easily able to kill each other, this looks to be a very bloody scenario. Both sides start the scenario with far, far more than 30 victory points, so it is clear that no matter how many exit, the map will be a bloody graveyard afterwards.

## Scenario 118 - Downsizing the Uprising

This scenario represents an action from the obscure but fascinating Slovak Uprising of 1944, much less well known than the concurrent Warsaw Uprising, but equally unsuccessful. As the Soviet Army reached the Carpathians, segments of the puppet Slovak Army conspired with pro-Communist Slovak partisans to launch a sudden uprising in the rear of the German front lines. Unfortunately for them, they were poorly organized and only a portion of the Slovak Army joined the uprising; meanwhile, the exhausted Soviets could not break through the German positions in the Carpathians. Scratch German forces slowly strangled, then destroyed, the Uprising within a couple of months. This scenario represents a rare Slovak attack during the Uprising. With 32 squads (12 of them partisans) and three tanks, they must wrest control of a handful of buildings from 20 German squads of mediocre quality, supported by a couple of artillery pieces. They have nine turns in which to do it. This is one of the scenarios I played; I was the defending Germans. I felt stretched very thin, as I had to defend several widely spaced buildings, and did not many troops with which to do it. I wanted to play for time, but with nine turns, the Slovaks don't have to rush too much. They do have three distinct disadvantages, however. First, the Germans know where the Slovaks have to go; there is no mystery there, so they can make sure they have key buildings well defended. Second, the main Slovak force must cross a lot of open ground (or take a very long way around), and will definitely take casualties. Third, the Slovak partisans are unfortunately a very weak force; even though they have 12 squads, they will be shooting from poor cover at Germans with strong cover, and because they cannot firegroup in multiple hexes, their fire attacks will be weak. As it turned out, the partisans caused me no worries at all and I could concentrate most of my efforts on stopping the other Slovak force—which I did, eking out a victory. However, the scenario seemed balanced and fun.

## Scenario 119 - Ancient Feud

The Hungarians and Romanians square off

against each other in this eight-turn October 1944 scenario. The Romanians are on the attack, leading off with 14 first line squads, two artillery pieces, and two tanks; they are later reinforced by five more AFVs, plus five halftracks carrying five squads. The Hungarians, however, are no slouch, with 14 elite and first line squads, extremely heavily armed, two anti-tank guns, and nine AFVs. To win, the Romanians must control ten or more stone buildings on the center mapboard. If I had to pick a side, I'd pick the Hungarians.

## Scenario 120 - Return to Sender

For anybody who ever wanted to play the Bulgarians in World War II, here is their opportunity. This large, 10-turn scenario features Bulgarians on the attack against Germans after they turned on their erstwhile allies in order to avoid fighting the Soviets. A trio of 88mm AA guns anchor the German defense; they also have two light AA guns and 14 heavily armed elite squads with which to protect themselves. The Bulgarians can throw against them 30 squads, reasonably well armed themselves, and nine AFVs (six of them Panzer Mk IVs). To sweeten the deal, the Bulgarians also get some off-board artillery and two fighter-bombers. It looks big and bloody.

## Scenario 121 - End Station Budapest

The encircled city of Budapest is the scene of this January 1945 scenario featuring Romanian troops, now allied with the Soviets, attacking Hungarian defenders. A lengthy 10 turns, this scenario centers around one key building which the Hungarians control and the Romanians want. To take it, they have 36 (!) elite and first line squads (including some Assault Engineers who have a flamethrower and two demolition charges) and two anti-tank guns. They also have some Panzerfausts. The Hungarian defenders have 18 elite and first line squads, heavily armed, assisted by three relatively light-skinned AFVs. Covering only two urban mapboards, having over 50 total squads, and featuring victory conditions which demand the control of one building, this scenario is likely to have a very high counter density. To me, this is one of the less attractive scenarios featured in the pack and I can't imagine myself playing it.

## Conclusion

I expected to be disappointed when AOO finally arrived. I had been waiting for it for so long that I felt it could not possibly live up to my expectations. I was delighted to discover that actually AOO is a high quality product in every regard. Though it took forever and a day to finish, there is no doubt that AOO is a box full of goodies. In no way was I dissatisfied with any aspect of AOO (although I would have liked some smaller scenarios). The module is bigger and better than the previous core module, Doomed Battalions. It is a quality product and this reviewer highly recommends it. No ASLer can afford to let this one pass by.

## A Request For Playtesting

Shaun Carter

Guys, in this issue there are two draft scenarios for your consideration.

Pete is always asking for new material and I am always designing scenarios, but not always playtesting them. I am fortunate in having had some scenarios published in the past in various quarters. I have a reputation for Historical accuracy but not always a good game design and this is where you can make a difference to the final product. This is a request for your help to get these ideas converted into playable games. For this I need you to play these twice, once each side with a completed playtest report form which is printed in this issue and is also available on the VFTT website.

Can you please send them to me at shaun.carter2@btinternet.com. I will read and consider your comments but I cannot promise that I will always act on them. It is a major part of the creative process absorbing and applying feedback. If these are well received we want to make this a regular feature in VFTT.

Expect mainly British material from all theatres of war covering odd situations, seldom used counters and sometimes ideas. Go on, give it a try you never know you might like them!

## The British 3-inch Mortar

The scenario 'Vx1 Charge You Bastards' contains the following SSR:

*The Calibre Size (C2.21) of the British OML 3-in mortar (British Ordnance Note 2) is considered to be 81mm not 76mm and thus should be resolved on the 8FP column of the IFT or the 80mm+ column of the HE TK Table.*

The reason for this SSR is that while researching the Chapter H notes for the forthcoming Korean War module it was discovered that the calibre of the British OML 3-in mortar was actually 3.2", not 3". Indeed during World War 2 the British eventually provided a special, more pointed, firing pin to allow the mortar to fire captured Italian and German 81mm mortar ammunition. Comparisons of the explosive filling of the World War Two ammunition for the 3-inch mortar with that of other nations' mortars indicates that (while the range might have been unimpressive) the British rounds were as lethal as any.

Until revised counters are issued it is suggested that the following SSR should be used in any scenario involving the British OML 3-in mortar:

*The Calibre Size (C2.21) of the British OML 3-in mortar (British Ordnance Note 2, British Vehicle Note 67 and 71, Chinese Ordnance Note ??) is considered to be 81mm not 76mm and thus should be resolved on the 8FP column of the IFT or the 80mm+ column of the HE TK Table. Any 70mm+ OBA should be treated as 80mm+ OBA.*

Ω

## VFTT SCENARIO PLAYTEST REPORT

<b>PLAYTEST REPORT FOR:</b>
<b>ALLIED PLAYER:</b>
<b>AXIS PLAYER:</b>
<b>SCENARIO WINNER:</b>
<b>ALLIED CVP LOST:</b>
<b>AXIS CVP LOST:</b>
<b>TURN/PHASE GAME ENDED:</b>
<b>EXCITEMENT LEVEL (1-10):</b>
<b>REPLAY VALUE (1-10):</b>
<b>BALANCE RATING (%):</b>

<b>Brief:</b> <b>BATTLE PLAN (BOTH SIDES):</b>
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<b>Brief:</b> <b>BATTLE NARRATIVE:</b>
-------------------------------------------

<b>RECOMMENDED CHANGES (IF ANY):</b>
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**PLEASE RETURN TO:** Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, England, BL2 6PL.  
**Email:** shaun.carter2@btinternet.com

# AN AMERICAN DECISION IN LA GLEIZE

## Some Notes On American Play For KGP CG III

*Another article taken from an ASLML discussion from days of yore. Chris Fleury is listed as one of the main contributors but I'm sure others were involved too. As usual though any cock-ups are my fault (especially as I haven't played the CG!) – Pete*

Despite the VC, realistically KGP III can only be won by Controlling all the LVP Locations – you can't win by cumulative LVP Points. To Win by LVP Points you have to get (and hold) LVP Locations early, but too few Americans fighting too many Germans this is unlikely to happen. Typically most of the Americans are wiped out in senseless frontal attacks on superior, outnumbering German defences. With nothing to do but watch the German drive him off the map; the US quits (and says it's a dog CG). KGP is all about manoeuvre, not carnage at point blank range (although I suppose it is possible to win by LVP Points, it would be an amazing feat, if you ask me).

Moreover, even in those CGs that do reach the last few CG Dates, it's only "unboring" for the German player, who usually gets to bear all his assets on the Entry Area for the 23rd, and fires away with glee at the hapless, entering, Americans because the US threat in the east is altogether missing (and therefore all those LVP Locations in the East [well, not necessarily all, the German only needs 1] are German!) Futility, because it's damn near impossible to enter on the 23rd, secure La Gleize, and get all the way to the East to secure those LVP Locations that the squandered early US forces failed to Control/retain.

Played correctly, the two aforementioned KGP III mishaps will not occur.

The key to KGP III, and it's best play value attribute, is manoeuvre. It's one of the true manoeuvre CG out there - true for all the KGP CG, which is why they are my favourite CGs.

In KGP III, the American has surprisingly few assets available until the 23rd (or the Night of the 22nd, which is the real kicker in this CG). You'll be able to Purchase just about all of the US available forces before the 23rd, and you'll have a lot to do with these few and priceless commodities.

In the first few CG Dates, play for time/terrain why. Make him attack you. Some may find this boring, but for others the ex-

citement is from waiting to see just what the German will allow them to do before the Germans finally get frustrated and attack. Hit 'em where they ain't!

On the 1st Date, this is fairly straight forward - come in at the K56 Entry Area and secure it (make it a viable Set-Up Area with Entrenchments and Objective Hexes). Expand it south to the Roanne Heights. The V56 guys should all get into the Deep Stream and into the S56 area to cover that approach to the K56 US Entry Area; expand this area to connect to the V56/Roanne Heights Set Up Area. Push into and Control the L52 area Woods. Run Shermans along the Roanne Heights hillside, staying in Motion with Gyros to pick off the Tiger II down on the road. Accomplishing this alone will get you the Scenario Win through it's CVPs. Even if you don't get the win (crew escapes/abandons, etc), who cares? Do not try to get across the Stream and get the Mill. Do not try to go up the middle in the V56 area. Remember, you're going for the CG WIN through LVP Location Control; you can win in the last CCPh of the last turn if needs be.

Attack in 19N, but don't attack. Let him Attack, and kill him. At this point you're only trying to defend a German counterattack (which he should do). You need to Attack to retain Freedom of Movement. If he goes Idle, shout for joy, because you can then Attack, but you won't be attacking - go around him and gain real estate, try to get a big Set Up Area that can really threaten to pinch off a sizable chunk of German territory. You can even engage a bit - you'll be able to pick your targets - he'll be under No Move counters. Take him out piecemeal (this rarely happens, but if it does, take advantage of it).

True, this can be boring for the German. Imagine you Attack on 19N with an Idle German, decide to gain real estate and bring on the reinforcements, and not attack anything. After a couple of turns like this the next turn is likely to go something like this:

"You're not going to actually attack me, are you?"

"Nope."

"Man this is boring."

"Sorry, listen, rather than carry on like this, this is what I wanted to do. I've Objective Hexes here, here, here; I figured to dig in this area and get my Set-Up Area out to

here. Let me roll for potential digs and we can end it right now and move on to the next CG Date, OK?"

"Damn, OK."

Don't forget you can end a CG Scenario with both sides approval.

On the 20th, resist temptation to invest Bourgemont; the wise German will have gotten all that real estate on the 1st CG Date, and he'll be waiting for you at the map edge. Let him dry out and rot over there, concentrate on building the primary Set Up Area. It's a long way from over there to come to the rescue too, and odds are he won't anyway, because you don't have to enter on Turn 1, so he'll keep his stuff over there all shiny and new, just in case...

Yes, you'll eventually have to get over there or enter over there, because there's LVP Locations over there. Keep your options open, spread him out, and pick your spots to attack.

Somewhere along the line, you'll have to jump the Stream and try to get the Mill and more terrain. 20AM, 20PM, or 20N. Hopefully, you can get him to abandon it; or at least only defend with a few units he's willing to expend. Choose the weak spot if it's heavily defended, go around it; make it untenable. Wherever you advance, do so in force, and stay together. Cover your flanks, of course. KGP III, ironically can be a battle of the bulges; US Bulges, that is; here and there; everywhere. Watch him scramble as you continually make inroads in his perimeter.

Realize too, that even though some of your assets are "RED", and can only initially enter at Bourgemont, you can always buy them and not enter them, and SHIFT them around to K56!

After this point, it's hard to say what to do, much will depend on the German disposition.

Retain enough Attack Chits to cover the Nights and the last three CG Dates. Use 22N to enter early around E1 and R1.

Until then, preserve your eastern forces to gain Control/terrain on that front, and retain enough of them to pose a viable

# "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.

## Australia

R. Cornwell, PO Box 252, A-2533 Kiama MW (31/12/94)  
N. Hickman, 12 Blampied Street, Wynn Vale, SA 5127 (28/10/97)  
Mark McGilchrist, 7 Smith Street, Sydney, NSW 2207 (09/02/97)  
Scott Byrne, 14 Longworth Place, Holt ACT, 2615 (31/10/04)

## Austria

Jeff Crowder, Erdbergstrasse 74/17, 1030 Vienna (24/04/99)  
M. Holub, Peter-Neuschmidt Str. 10, A-6363 Westendorf (31/12/94)  
Ronald Novicky, Othellostrasse 1/7/8, A-1230 Vienna (10/09/03)  
F. Schonbauer, Institut fur Softwaretechnik., Resselgasse 3/188, A-1040 Wien (31/12/94)

## Belgium

J Baines, 2A Vijverlaan , B-2020, B-2020 Antwerp (31/12/94)  
Y Barette, 52, Rue du Chateau d'eau , B-1180, Bruxelles (31/12/94)  
T Bauwin, 23, Avenue du Cerf-volant , B-1170, Bruxelles (31/12/94)  
Serge Bettencourt, 11, Rue Fontaine d'Amour, B-1030, Bruxelles (31/12/94)  
D. Boileau, 15, Avenue Rene Stevens, B-1160, Bruxelles (31/12/94)  
Mr. Bosmans, Koningin Astridlaan 180, , B-2800, B-2800 Mechelen (31/12/94)  
J.P 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 Geraardsber (31/12/94)  
A. Gotcheiner, 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 Sl-Niklaas (31/12/94)  
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Vincens Kamer, 275, Albert ler , 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 Glaieuls , B-1180, Bruxelles (31/12/94)  
Philippe Leonard, 212 Avenue des Hospices, B 1180 Bruxelles (10/12/01)  
P. Lesage, 184, Avenue du Roi, B-1060, Bruxelles (31/12/94)  
R. Letawe, 181, Av. des Croix de Feu, B-1020, Bruxelles (31/12/94)  
V. Libert, 43, Rue de la Vignette, B-1160, Bruxelles (31/12/94)  
J.P Mahieu, 9A, Rue des Hironnelles , B-519, B-519 Spy (31/12/94)  
J.L. Maistriau, 13 Rue du Maiaen Carlot , B-7387, B-7387 Honnelles (31/12/94)  
H Mielants, 43, St Lievenslaan , B-9000, B-9000 Gent (31/12/94)  
X Mols, 7, Rue des Champs , B-5030, B-5030 Gembloux (31/12/94)  
J.L. Morelle, 15, Rue Famenne , B-5590, B-5590 Ciney (31/12/94)  
B Postiau, 52, St-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 Steenewege, 74, Rijshenvelstraat , B-2600, B-2600 Berchem (31/12/94)  
Bruno Tielemans, Smoutmolen 7, 1640 Sint-Genesius-Rode (15/11/96)  
Yves Tielemans, Stationsstraat 154, 1640 Sint-Genesius-Rode (15/11/96)  
M Valkenaers, 1207 Chaussée de Wavre , B-1160, Bruxelles (31/12/94)  
B Van Wassenhove, 12, Avenue Isidore Gerard , B-01160, Bruxelles (31/12/94)  
G Verdonck, 28, Morselveldenlaan , B-2640, B-2640 Mortsel (31/12/94)  
Jan Verreth, Trompetvogelstraat 29, 2170 Antwerpen (15/01/97)  
J Vrijdaghs, 46 Denmenstraat, B-2800, B-2800 Mechelen (31/12/94)

## Canada

Martin Hubley, 105 Melrose Avenue, Halifax, Nova Scotia, B3N 2E6 (14/10/97)  
L Fernandez, 3220 Milleret, Ste Foy, Quebec, G 1 X-1 N8 (31/12/94)  
I Gongora, 3316 Edouard Montpetit #10, Montreal, Quebec, H3T 1K5 (31/12/94)  
Michael Rodgers, 5187 Beamish, Pierrefonds, QC, H8Z 3G4 (02/09/99)  
Adrian Earle, Apt 201, 17 Marlborough, Ottawa, K1N 8E6 (24/04/00)  
Jim MacLeod, 978 Strathcona Street, Winnipeg, Manitoba, R3G 3G5 (25/11/96)  
Rick L. Fortier, 766 Brock Street, Winnipeg, Manitoba, R3N 0Z5 ()  
George Kelly, 350 Kenaston Blvd., Winnipeg, Manitoba, R3N 1V8 (31/01/01)  
D Mathieson, PO BOX 3124 Medley, Alberta, T0A 2M0 (31/12/94)  
R Sanderson, 19005-76th Ave, Surrey, British Columbia, V4N 3G5 (31/12/94)  
S.P Smith, 1001 1 NE 9th Street, Vancouver, WA98664 (31/12/94)

## Denmark

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

## Eire

Paul Boyle, 24 Lennonstown 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., B96 6DT (28/01/02)  
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP (31/10/96)  
Stuart Brant, Flat A, 1186 Evesham Road, Astwood Bank, Redditch, Worsc., B96 6DT (28/01/02)  
Gary Lock, 7 Dover Place, Bath, BA1 6DX (16/03/04)  
Jeff Hawarden, 9 Laburnum Road, Helmsford, Rossendale, Lancs., BB4 4LF ()  
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28/02/97)  
Phil Ward, 7 Burnsall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/00)  
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR (23/10/98)  
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (23/10/98)  
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 Withdean 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)  
Gaute Strokkenes, Girton College, Cambridge, CB3 0JG (23/10/98)  
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07/08/02)  
Jason Johns, 26 Hamerton Rd, Alconbury Weston, Huntingdon, Cambs (28/03/06)  
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 Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/99)  
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/99)  
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26/07/98)  
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS ()  
Hubert Noar, 39 Rugby Road, Clifton, 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)  
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 Banyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17/10/98)  
Roy Quarton, 8 Bassey Road, Branton, Doncaster, S. Yorks., DN3 3NX (01/11/00)  
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25/04/99)  
Larry Davis, 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 Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/00)  
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TT (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, 194 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 Ives, 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, Chesham, 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 Ferryby, HU14 3DT (07/08/05)  
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01/01/96)  
Tony Maryou, 45 Benton Road, Ilford, Essex, IG1 4AU (15/08/00)  
Kevin Gookey, 91 Willingdale 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 Penhyn 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, Fatfield 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 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12/03/02)



VIEW FROM





Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20/04/99)  
Hamish Hughson, 7 Moncreiff Way, Newburgh, Fife, KY14 6EF (07/12/04)  
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4Q (17/08/00)  
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/01)  
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01/05/98)

## South Africa

Kevin Pietersen, 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, 2ºF, 49026 Zamora (10/01/01)

## Sweden

Pers Anderson, Gryningsv. 79, S461 59 Trollhattan ()  
Jonas Cederlind, Spelmansvägen 17, 696 31 Åkersund (10/09/99)  
Steve Cocks, c/o EHPT, Västberga Alle 9, S126 25 Stockholm (21/11/98)  
Stryhorn Glen, Brotorp, Asa, S-661 93 Saffle (25/02/97)  
Andreas Hinz, Steglitsv. 3c, 22752 Lund (25/02/99)  
Per-Olaf Jonsson, Untravägen 1, S-115 43 Stockholm (09/08/01)  
Klaus Malmstrom, Klünkendalsv. 6 Brokind, S590 41 Rimforsa ()  
Patrik Manlig, Semanders v. 1-420, S752 61 Uppsala ()  
Nils-Gunnar Nilsson, Oluff Nilssons v.8, S433 36 Partille ()  
B. Ribom, Falkenbergsgatan 13A, S-41265 Goteborg (31/12/94)  
Berni Ribom, Falkenberg sg. 13A, 41265 Gotenborg ()  
P. Rognegholt, 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 Luxsex, CH-1008 Jouxlexis-Mezeri (31/12/94)  
P. Wahl, 23, Cechin des Merles, CH-1213 Onex/Geneva (31/12/94)

## United States of America

M. Allenbaugh, 1117 Beall Place, Laurel, MD20707 (31/12/94)  
E. Angleton, 4818 Cross Creek Lane APT O, Indianapolis, IN46254 (31/12/94)  
G. Ashton, 2880 Carter Road, Trevose, PA19053 (31/12/94)  
Chris Barlow, 24 Audubon Avenue, Brintree, 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 #2204, Mesa, AZ 85202 (02/12/97)  
Wayne Boudreaux Jr., Apt. #8, 4420 Wimbledon Drive, Grandville, MI 49418 ()  
L. Bradbury, 13127 South 2615 West, Riverton, Utah 84065 (31/12/94)  
Scott Brady, 273 Merline Road, Vernon, CT 06066-4024 (31/10/96)  
David Cabera, 1206 Spring Street, Apt #9, Syracuse, NY 13208 (26/12/96)  
M. Cadieux, 11610 Zandra Ave, Midwest City, 73130 (31/12/94)  
T. Campbell, PO BOX 23591, Sacramento, CA95823 (31/12/94)  
E. Carter, 410 N. State, Geneseo, IL61254 (31/12/94)  
Zeke Carter, 666 Prospect Street #705, Honolulu, HI96813 (15/01/99)  
R.F. Conabee, 1014 Washington Street, Apt 3, Hoboken, NJ07030-52022 (31/12/94)  
J. Coyle, 13226 Shady Ridge Lane, Fairfax, VA22033 (31/12/94)  
C. Cuneo, 628 Fairfield Avenue, Gretna, LA70056 (31/12/94)  
S. D'elia, 77 Maple Ave, Greenwich, CT06830 (31/12/94)  
D.A. Dally, 901, Oeffling Drive, McHenry, IL60050 (31/12/94)  
Steve Dethlefsen, 11808 April Ann Avenue, Bakersfield, CA 93312 (15/12/96)  
B. Dey, 610 N. Willis, Champaign, IL61821 (31/12/94)  
J.C. Doughan, 1903 Chesnut Circle, Ardmore, PA19003 (31/12/94)  
R. Duenskies, 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 (31/12/96)  
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)

Tu.x Humphrey, 730 Chester Street, Oakland, CA94607 (31/12/94)  
Rich Jenuilis, 6713 Classen Avenue, Cleveland, OH 44105 (10/10/98)  
Richie Johns, 9771 Jefferson Highway #185, Baton Rouge, LA 70809 (24/01/97)  
David Johnson, 9028 Preakness Drive, Florence, KY 41042 (20/04/99)  
C. Kavanagh, 5928 Ridgefield Drive, Centerport, NY11721 (31/12/94)  
Stewart King, 13826 S. Meyers Road, Apt #2037, Oregon City, OR 97045 (16/12/96)  
Randolph Knight, 419 Shore Road, Westerly, RI 02891 (03/06/98)  
L.P. Kreitz, HC64, Box 462, Trout Run, PA17771 (31/12/94)  
M. Laney, 7608 Monterey Drive, Oklahoma City, OK73139 (31/12/94)  
V. Lewonski, 509 South Bishop Ave, Secane, PA19018 (31/12/94)  
Brad Lipps, 8379 Youngstown-Conneaut Road, N.E. Kinsman, OH44428 (01/11/98)  
Rick Lubben, 400 W. Main Street, La Porte City, IA05651 (01/10/98)  
D. Lundy, 54 Wiltshire St, Bronxville, NY10708 (31/12/94)  
R. Lyon, 5125 Heather Drive #111, Dearborn, MI48126 (31/12/94)  
Chris Maloney, 319 Larkfield Road, East Northport, NY 11731-2903 (31/10/96)  
Roger March, 469 Avenida De Socies #11, Nipomo, CA 93444 (02/12/96)  
Kurt Martin, 2684 Avonhurst, Troy, MI48084-1028 (25/04/97)  
Brian Martuzas, 108 Church Street, Moop, CT 06354 (05/07/98)  
Douglas Maston, 4 Three Meadows Ct, Greensboro, NC 27455-1728 (15/12/96)  
L.R. Mehr, 718 Cascade Creek Dr, Katy, TX77450-3210 (31/12/94)  
K. Meyer, 1090 Peggy Drive, Apt #7, Hummelstown, PA17036 (31/12/94)  
Jeff Miller, 263 Buchert Road, Gilbertsville, PA19525 (05/03/01)  
M. Munczanski, 233B Fielding, Ferndale, MI48220 (31/12/94)  
W.B. Nagel, 9712 W. 105th Terrace, Overland Park, KS66212 (31/12/94)  
James Neary, 1729 Forest Cove #308, Mt Prospect, IL 60056 (20/04/99)  
J.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 Schauf, 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, OK73123 (31/12/94)  
J. R. Tracy, 59 W. 9th Street, New York, NY 10011 ()  
Rick Troha, 4485 Oak Circle, North Olmsted, OH 44070-2838 (15/12/96)  
W. Ulicki, 230 Washington Valley Road, Randolph, NJ07869 (31/12/94)  
Paul Venard, PO Box 1716, Bonners Ferry, Idaho, 83805 (15/08/97)  
D. Wetzelberger, 24 Dulaney Hills Ct, Hunt Valley, MD21030 (31/12/94)  
William Wiesing, 1936 Pine Meadow Avenue, Tom's River, New Jersey, NJ 08753-7823 (07/10/98)  
K. Wilhite, 121 Springfield Lane, Madison, AL35758-1973 (31/12/94)  
G. Windau, PO BOX 13134, Toledo, OH43613 (31/12/94)  
R. Wolkey, E6208 6th #d 1, Spokane, WA99212 (31/12/94)  
Paul W. Works, Jr., 12018 W. 68th Street, Shawnee, Kansas, 66216 (24/11/98)  
Darrell Wright, 1007 West Cole Street, Dunn, NC 28334 (07/10/98)  
Brian Youse, 309 Chase Hill Court, Severn, MD 31144 (28/02/97)  
Eddie Zeman, Heat of Battle, PO Box 15073, Newport Beach, CA 92659 (13/09/97)  
Steve Zundel, 3601 Dawn Smoke Court, Raleigh, NC 27615 (15/12/96)  
Nadir El-Farra, Front Line Productions, PO Box 10345, Glendale, CA 91209-3345 (13/09/97)  
Paul Simonsen, 2118 N. Orange Grove Ave., Pomona, CA 91767 (09/05/00)  
Robert Hammond, 4414 Stay Ct., Orange, CA 92868 (31/01/01)  
Tom Huntington, 1425 Bison Ridge Drive, Colorado Springs, CO 80919 (11/04/97)  
Evan Sherry, Sherry Enterprises, PO Box 3, Ruskin, FL 33570 (13/09/97)  
Vic Provost, Dispatches From The Bunker, 209 Granby Rd. Aot. 18, Chicopee, MA 01013, MA 01040 (10/09/99)  
Donald Garitt, 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)  
Kevin 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.

## AN AMERICAN DECISION IN LA GLEIZE

Continued from page 15

enough threat for the German to need to keep an eye on them in the end game; this will draw off a lot of attention those late comers will have to face. The best possible situation is to be at La Gleize's doorstep from the east by the 23rd. Trap him in the town, Bombard the joint, and bring in the cavalry.

The Germans have few Infantry assets with which to cover the entire map, and will try not to get into that position. Although they have a lot at the start the Americans need to slowly chip away at them. Expect him to pulverize you if you try a frontally attack though, and probably attacked in the next CG Date to keep you off balance. If you lose too many of your early assets, and the Germans are able to keep the east clear, you'll probably lose.

A really sneaky tactic for the Germans, if it gets that far, assuming you have successfully taken/held some of the east, and assuming that you need to Control all the LVP Locations, is to fall back (and defend at the same time; don't run) from the 23rd Entry Area and retake the lesser defended eastern LVP Locations. In essence, the Germans will be attacking and falling back at the same time; a real "dinger" to see on the map!

KGP III would probably play a bit better and be less volatile in playability if the US initial forces were beefed a tad, and the bulk of the German CPPs were shifted toward the end of the CG.

While not truly exciting to some; it's merely a case of different tactics. Ultimately, though, KGP III is a hard play - there's too many things that the American player must and/or must not do, or it will flop. Several scenarios are like that too, and I suspect that many have been labelled dogs because of it. Given that; once you know what to do/avoid, they become fun/playable, albeit without some measure of freedom of choice with respect to tactics.

Plus, where else apart from the desert do you get to see an 88LL shoot over a mile? For some, there's nothing like nailing Shermans in Bourgemoit from the Dinheid Heghts....

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VIEW FROM

# ON THE CONVENTION TRAIL

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

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

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

## 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](mailto: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](mailto: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](mailto: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](mailto: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](mailto: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](http://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@vftt.co.uk](mailto:if@vftt.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 Koppmeyer, Hagebuttenweg 9, 41564 Kaarst, Germany. You can email him at [Christian.Koppmeyer@freenet.de](mailto:Christian.Koppmeyer@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@vftt.co.uk](mailto:heroes@vftt.co.uk).

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## 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](http://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](mailto:if@vftt.co.uk).