

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 68

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CRUSADERS LADDER - updated

SP94 OUT OF ORDER - scenario analysis

ITASLIA 2006 - the first Italian *ASL* tournament

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PREP FIRE

Hello and welcome to the latest somewhat late issue of *VFTT*.

As usual I don't have much in the way of finished articles for the next issue, and although there will be an INTENSIVE FIRE 06 report to write once the event has ended, I still need material from you lot.

See you all in Bournemouth next month for INTENSIVE FIRE 06.

Double 1. My last, best hope for victory.

Pete Phillipps

COVER: A Yugoslav Partisan-modified US Stuart M3A3 mounting a captured German 75m AT gun in Trieste, May 1945.

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 69 should be out at the beginning of January 2007.

VFTT costs £2.00 per issue (overseas £4.00), with a year's subscription costing £5.00 (overseas £10.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

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

<http://www.vfft.co.uk/vfft.pdf.htm>

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INCOMING

MMP REPRINT DOOMED BATTALIONS

The reprint of *Doomed Battalions* should be released in the near future. It will include the counters and scenarios from both *Doomed Battalions* and *The Last Hurrah*, 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.

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.

Valor of the Guards, a *HASL* module covering the September battles for the Central Railway Station in Stalingrad, is expected to be released once *ASLSK 3* is out. 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.

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 replay 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.

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

Out now is *Recon By Fire 3* which focuses on the Axis Minors. Inside are 20 scenarios, historical articles on some of the Axis Minors and numerous scenario analyses. It is available for \$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. Details of other products can be found at <http://fanaticenterprises.tripod.com/>.

BUNKER SHIPS

Dispatches from the Bunker 22 is now shipping, and as usual contains three scenarios, a scenario analysis of the recent Gurkha scenarios from *Schwerpunkt* and the usual mix of articles and Tactical Tips. Dash for Mt Croce is a tournament sized scenario features American troops against German paras in Italy in 1943, while Jungle Rats sees a British combined arms force trying to smash a Japanese force holding up the retreat north in Burma. The final scenario, Hamburg on the Lovat, sees a company of Russian infantry with T34 support assaulting cut-off German elements at Velikiye Luki.

Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA) or for \$53.00 (\$58.00 outside the USA) for a complete



UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

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

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

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

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

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

set. A complete set of issues 1-21 and a subscription for issues 22-25 is available for \$63.00 (\$68.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 1025, Hinsdale MA 01235. Orders may now also be paid via PayPal to PinkFloydFan1954@aol.com. All PayPal payments must add \$1.00 per every \$20.00 (FRU) spent to cover PayPal fees. You can email them at aslunker@aol.com.

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THE TRENCHES





Double One 2006

Brendan Clark

“Now it’s rated as a tournament you’d better write a feature for View From the Trenches!” said Pete Phillipps. As I much prefer to play ASL than write, it was a task I was reluctant to start. However, a gentle nudge arrived from Pete by email in July so here it is, a few words about Double One, a new London ASL tourney.

UK ASL players have benefited for over a decade now from having a well-established tournament, Intensive Fire. The other well established tournament is Heroes in Blackpool. So why do we now have another one? Necessity is the mother of invention, so they say. And the need was triggered by my first active participation at Intensive Fire.

I’d had a lot of fun at the Bournemouth tourney in October 2005, where I found friendly faces and game play punctuated by banter. Guys like Simon Strevens, for example. He played like an MG42, fir-

ing off rapid, deadly bursts. His Russians Human-Waved my German outposts and systematically blasted my defenders out of the large building objective. But it was also the way he beat me, without mercy on the board, but with friendly good humour off the board, followed by a helpful post-game de-brief with some wise advice. This was so different to the pedantry of miniature figures tournaments, where I’d seen arguments break out over whether a Roman infantry element was a couple of millimetre out of range!

On the way home after Intensive Fire I pondered over the fact that I wasn’t sure whether I’d make it up to Blackpool for Heroes. So how could I get more of the same again before October 2006? I needed an ASL fix! I figured that if players were prepared to travel down to Bournemouth and up to Blackpool for Heroes then some might be prepared to travel to London for a tourna-

ment. With about 25% of the population living in London and the south east, there ought to be some active or potential ASL players in that part of the country, maybe enough for a tournament.

So a plan formed. First, some research on potential. Second, find a venue and fix a date. Third, market the tourney. Fourth, do it. If it worked, there could be more ASL to come. A spin-off might be a London-based ASL group or club, meeting for regular face to face play. Of course it could just as easily flop. But the only way to find out was to try.

Research. I checked out Pete Phillip’s VFTT website and his list of past ASL players. I counted more than 75 players who lived in London and the home counties on his ‘Call to Arms’ list. I contacted some of the tournament veterans, Simon Strevens, Dave Schofield, Derek Tocher, Pete Phillipps, Dominic McGrath and Mick Essex. They all gave me encouragement. It seemed this might be a runner, after all.

Tournament. What, when, where and how? London has good transport links so it was going to be relatively easy for most players in the south and midlands to reach. But the rub was the cost of staying over with high hotel costs. So regrettably there didn’t seem much prospect of running it over two or three days. The tournament would have to run for just one day, but the upside was it would be easier to get a pass from wives and partners as it would only take out half a weekend. There would be enough time for a morning round and an afternoon round, enough time for two competitive games. So the formula became West Front scenarios in the morning and East Front scenarios in the afternoon, with three optional scenarios in each round, using Intensive Fire’s tried and tested scenario selection system.

But what should it be called? I decided the tourney needed a short name, one that would have special meaning to ASL players and one that could connect with a



Pete Phillipps, wearing the Intensive Fire T-shirt from the '05 tourney, and Patrick Dale about to do battle at Double One with Stryker's Charge.



logo. We all know how significant a double one DR is so it seemed a natural choice. I then searched the internet for dice images and came across some weird obsessives who seem to salivate over photographs of hundreds different dice! Eventually I came across an image I could convert to create the logo needed.

When? Double One would have to avoid falling close to Intensive Fire or Heroes. Fewer players would be around during the summer holiday period. Winter was ruled out for the occasional problems our transport system suffers when a few flakes of snow fall. We could do with a few Finnish leaders running our rail network! Another consideration became football avoidance, or rather trying to keep clear of the football season. Well someone had to think of our football fanatics – Pete Phillipps and Derek Cox to name just two. The World Cup was coming, as Dave Schofield reminded me, so London's Double One tournament was set for 20th May.

Where? I checked out the Imperial War Museum and the Army Museum. The context would be ideal and tube stations were relatively close. The Army Museum's website claimed the museum had provided facilities for wargame events (and still makes that assertion). But there was no sign of help as Army Museum staff didn't respond positively: both museums would be looking to charge premium rates for private functions, making the tournament unaffordable for players. A university might not be so ruthless and would have ample space and facilities. I'd studied at Birbeck College, London University. It's central and easy to reach from the underground. For £200 I was able to book a room with enough space for up to 24-28 players. Adding in the cost of prizes meant I'd need to charge around £10 a head.

How? Players wouldn't be showing up the day beforehand, as they do at Intensive Fire, and on tournament day I expected a rush of registered and non-registered players between 9.30 and 10 am, when competitive play was due to start. There would be little time to meet arrivals, give them their tourney packs and match them up. So a quick and simple matching system was devised. Arriving players were given one of four colour match patches that corresponded to their ASL ladder rating. Players would then look for and match with a player who had the same colour match patch as themselves. If such a player wasn't available, they'd select a player with a match patch from the colour band immediately above or below theirs. Match patch colours covered the following ranges on the ASL Ladder:

- 3150 to 4000+
- 3000 to 3145
- 2855 to 2995
- 2300- to 2850

In this way players would play others of a similar rating and there would be four winners, one for each colour band. As an extra, after 11 am on the day there would be a prize for the first player to generate a hero in a game.

Marketing. I thought of an entry in VFFT and sending round a flyer by snail mail to the 75 players in London and south east. I'd send out emails. But this wasn't going to be enough. I knew I needed to use the internet to reach a wide audience. A webpage on Pete's VFFT website was one possible option.

It was then that Derek Tocher suggested a website for the tourney. It was a great idea. Only problem was I'd never constructed a website and had no idea how to start. Of course if you don't know, the answer is to find someone who does, but that meant paying out more money. So I compromised. I found a way to obtain the tools and I'd learn the rest myself. I turned to Google and my web research located some companies that offer website construction packages, using a range of templates. The same companies will rent out website domains. I checked out three and decided on

one that looked good and was affordable. Over the Christmas and New Year break I put the website together, designing the structure and searching the web for WW II images. The website was launched early in January, five months before the tourney. I sent out emails and one weekend printed off and posted the 75 flyers, sending some more to Dominic McGrath, who'd offered to hand them out at Heroes.

There was not much more I could have done and yet four weeks before Double One the outlook was bleak. Only eight players registered and it looked like a flop was looming. Then in the last two weeks numbers picked up; new players came from having received reminders, seen the website or read about it in VFFT. On the day, 19 players arrived, 16 of whom played competitively. Derek Tocher commented that it meant the event rated as a tournament and outcomes would be reflected on his ASL ladder. Great!

Two players were newbies, Alistair Gibson and Jonathan Townsend, and played a couple of friendly ASL Starter Kit games. Alistair and Jonathan were pleased to meet Pete Phillipps, especially when I explained he'd inspired MMP to develop ASLSK. Perhaps gratitude was the word as it had meant they didn't need to start with the ASLRB. Here was evidence that the ASLSK is open-



In the background, Andrew Whinnet and Ruarigh Dale bite their nails over Objective Exodus, while in the foreground Sam Prior and Derek 'Demo Charge' Cox stretch their brain cells over The Five Pound Prize. Ruarigh was down on his luck (maybe he should try Derek's dice!). He lost his game in the last few moments when Andrew went for a 2 + 3 shot against a concealed German half-squad on the 1st level of the building in H7. Andrew rolled a 2 DR and Ruarigh's unit failed the NMC!

ing up the hobby to a new generation of players who might have been otherwise deterred by the ASLRB at first sight.

Double One's scenarios were selected for their play balance, according to their ROAR ratings, and average playing times. Schwerpunkt featured heavily, as they had been highly recommended and seemed ideal for tourney play. The **Western Front** scenarios for the morning round were:

- SP51 Stryker's Charge
- SP61 Objective Exodus
- SP115 The Five Pound Prize

The **Eastern Front** scenarios for the afternoon round were:

- SP74 The Last Tiger
- SP78 The Golovchino Breakout
- J94 Kempf at Melikhovo

You'll recall that Double One stemmed from a need for more ASL play. But ironically I wasn't getting any as I had to run the logistics. While I was reflecting on my fate, which came as no surprise, Neil Stevens showed up at midday (after some late night revelry), sporting an Aussie hat complete with swinging corks. He knew he'd be too late to enter the tourney but he was eager for a friendly game. So I got my fix after all and we played the Golovchino Breakout, a infantry/light armour clash set in August 1943, north of Kharkov.

Neil took the Russians who had the task of defending key locations around hex M5 on board 16 (with a hill overlay on J3-J4), with the aim of preventing the Germans from getting more VP than Russian VP

within four hexes of M5 in 5.5 turns. Neil started with four 628s, three 248s, two leaders (one a 9-1), an HMG, two MMGs, an LMG and 6 foxholes. On turn three he'd get two more 628s, three 458s, a 9-1 leader, two LMGs, an ATR, SU-76mm and an American scout car, an M3A1. Against the resolute Russkis I had three 468s, ten 467s, three leaders (including an 9-1 and 8-1), a dm HMG, dm MMG, three LMGs, a 9-1 armour leader, three armoured cars (PSW 222(L)), and three halftracks (SPW 251/1).

As any ASL player will see on looking at the terrain and overlay, three features dominate the area around M5: two wooden buildings (O3 and L6) and the hill on J3/J4. My plan was to attack with two infantry thrusts, the larger through the wheatfield east of building O3, which with two hexes and an upper level would provide cover from any heavy weapons positioned on the hill to the west. The three armoured cars and three halftracks, with infantry passengers, would support the main attack on building O3, which I reckoned I needed to occupy by turn three, just before Neil's reinforcements arrived on board. The other infantry thrust was a flanking move through woods, across some open ground and then behind a hedge and into another wheatfield to the south of building O3. I hoped this smaller force could reach the wall around building L6 by turn 4. The +1 LV hindrance for mist would help. I needed to reduce exposure to fire while moving as quickly as possible.

On my right the main attack made good progress, though moving through the wheatfield slowed the infantry down. Neil avoided use of the upper level of building O3, no doubt wary of my fire base of two squads, an HMG, MMG and 9-1 leader lo-

cated in the woods in X1. The armoured cars led the assault, surviving TK hits from the two MMGs in building O3, and moving into close range to fire point blank with their machine guns during the advancing fire phase. The halftracks came up in the second wave, loaded with their precious cargo and so keeping a distance from the heavy weapons. To my left the flanking thrust advanced piecemeal, as the HMG located on the hill scored hits and achieved ROF. A couple of squads were broken and another KIA'd. It was not going so well there.

By turn three, I'd managed to drive out the Russians from building O3 with a combination of firepower, assault moves and advances from the wheatfield. However, I'd lost a half-track, though the passengers managed a low DR to survive, and an armoured car to MMG fire. To the left, my infantry were pinned down at the edge of the wheatfield and two attempts to form a fire group to suppress the HMG on the hill were broken up. Nor could I break a Russian 628 squad that held out behind the wall around building L6. In frustration I had moved an armoured car to a position adjacent to the HMG to take its fire and possibly suppress Russian infantry there.

By turn four, the pendulum had swung in favour of the Russians as Neil's reinforcements started to make an impact, attacking through the woods around N1. Russian infantry moving along the road from A6 took out my forward armoured car with an ATR. By the end of turn five, the crew of Neil's SU-76 were shocked by German infantry fire from building O3 but had still managed to knock out an empty half-track and my surviving armoured car. It was over. Victory to the Ivans! Neil had more VP within the four hexes of M5 than I could manage. Losing my armoured vehicles was a major blow, as was the loss of a leader and a couple of squads when they were overwhelmed by Russians advancing onto the board and into the woods around N1. During the game I was called away several times to answer requests for information or help. Neil took these interruptions with good humour. Thanks, Neil, for the game and your patience!

One of the interruptions I particularly enjoyed. A tutor from an adjacent lecture room arrived and said his students were complaining about the noise we were making. He asked if we could turn the volume down. The tutor seemed half-hearted about it and didn't seem to be taking it too seriously. Nor did I. Pausing to listen, I heard a lot of banter and laughter. It was the kind of noise you want to hear at an ASL tournament. So I never asked anyone to turn the



Bottom left, Mick Essex goes on the attack with his British commandos against Ray Jennings' German defenders in Objective Exodus. This was another game that went to the wire at Double One. To win, Mick needed to ensure there were no Good Order German MMC in buildings 23G8, H8, I7 or J8 at game end. With his last possible shot, one of Mick's 648 squads fired during the AFPh on a concealed German squad on the 1st floor of the building in hex H7. On a firepower attack of 4 +3, Mick unleashed a DR of 3. It was followed by Ray's morale check DR of 9! Better luck next time, Ray.



PARTICIPANTS AND RESULTS FROM COMPETITIVE GAMES

| NAME | PATCH | RANK | ASL RATING | AM GAME | PM GAME | RESULTS |
|-----------------------|-------|------------|-------------|----------------------------|------------------------------|---------------------|
| Derek Tocher | ● | 7 | 3600 | Loss v Tim Bunce | Win v Phil Draper | Loss/ Win |
| Dominic McGrath | ● | 15 | 3465 | Win v Phil Draper | Loss v Tim Bunce | Win/Loss |
| Tim Bunce | ● | 22 | 3335 | Win v Derek Tocher | Win v Dominic McGrath | Win/Win |
| Ruarigh Dale | ● | 76 | 3095 | Loss v Andrew Whinnet | Win v Sam Prior | Loss/ Win |
| Andrew Whinnet | ● | 110 | 3000 | Win v Ruarigh Dale | Win v Derek Cox | Hero/Win/Win |
| Phil Draper | ● | 110 | 3000 | Loss v Dominic McGrath | Loss v Derek Tocher | Loss/Loss |
| Mick Essex | ● | 116 | 2995 | Win v Ray Jennings | Loss v Patrick Dale | Win/Loss |
| Derek Cox | ● | 126 | 2960 | Win v Sam Prior | Loss v Andrew Whinnet | Win/Loss |
| Patrick Dale | ● | 129 | 2950 | Win v Pete Phillips | Win v Mick Essex | Win/Win |
| Ray Jennings | ● | 152 | 2905 | Loss v Mick Essex | Loss v Pete Phillips | Loss/Loss |
| Sam Prior | ● | 161 | 2875 | Loss v Derek Cox | Loss v Ruarigh Dale | Loss/Loss |
| Pete Phillipps | ● | 165 | 2860 | Loss v Patrick Dale | Win v Ray Jennings | Loss/ Win |
| Nick Ranson | ● | 179 | 2790 | Loss v Wayne Baumber | Loss v Chris Netherton | Loss/Loss |
| Wayne Baumber | ● | 201 | 2710 | Win v Nick Ranson | Win v Chris Ager | Win/Win |
| Chris Netherton | ● | 212 | 2655 | Loss v Chris Ager | Win v Nick Ranson | Loss/ Win |
| Chris Ager | ● | 230 | 2355 | Win v Chris Netherton | Loss v Wayne Baumber | Win/Loss |

volume down and we had no more complaints!

The tournament finally finished at around 6.30 pm, with the four winners each having won two victories. They were:

- Tim Bunce, gaining a 10-2 leader prize
- Andrew Whinnet, gaining a 9-2 leader and hero prizes
- Patrick Dale, gaining a 9-1 leader prize
- Wayne Baumber, gaining an 8-1 leader prize.

Prizes were a choice of scenario packs donated by sponsors, a Double One winner's T-shirt and coffee mug. See the table for details of outcomes for all 16 players.

The day after the tournament I read through the feedback forms. Comments from participants were positive and encouraging. It seemed they'd like more. Double One 2006 had been a risk. Whether it would continue depended on what players wanted. As you'll see from the website – www.doubleone-online.net – Double One is going to happen in 2007.

In fact, the tournament has had another spin-off. One of the questions on the feedback form had been whether players would be interested in joining a London based ASL club or group. Twelve said they would be. The website has since been modified to provide information about the club which has adopted the name of LASL for London ASL. Ten players came along to our first meeting in July, when Ulric Schwela joined us as he was working down in London. Martin Hubley was over here from

Canada doing research and so joined us in August. We meet monthly on the second Saturday of each month. The next meeting after Intensive Fire will be on Saturday 11th November. Our players range from ASL veterans to ASL Starter Kit (ASLSK) players.

If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating - LASL is free. Having a good venue is essential and fortunately one of our early members, Mark Furnell, has been instrumental in making arrangements to help. The venue is quiet and has ample space for 16 players. It's easy to reach, as it's located near Chancery Lane tube station (central line) in central London. For more details about LASL visit the Double One website: www.doubleone-online.net

I'd like to close by thanking those who gave me help along the way, especially Derek Tocher, Pete Phillipps,

Dominic McGrath, Mick Essex, Derek Cox, Ray Jennings and Mark Furnell. Roll the dice and enjoy the best WWII board game around!



The venue of the London ASL club.

DEBRIEFINGS

ASL Rule Book 2nd Edition Errata

The following official errata for the ASLRB 2nd Edition (errata almost entirely devoted to the dividers) is being published online to accompany the reprinting of the 2nd Edition. This errata will be included in *ASL Journal #7* when it is published later. The following divider errata, as well as all previously published divider errata for the 2nd Edition, has been incorporated into the dividers in the reprinted ASLRB 2nd Edition. Sets of new dividers will be available for separate purchase.

Divider Errata (incorporated into reprinted dividers)

A11.11 Close Combat Table (under CC FP or DR Modifiers) on the pink divider and on the blue-and-gray QRDC:

In the entry that begins “by unpinned Gurkha” add “armed,” before “unpinned” and delete “(unless Ambushed)”.
In the entry that begins “by Dare-Death MMC” add “armed, unpinned” before “Dare-Death”.

A15.1 Heat of Battle Table on the pink divider and on the blue-and-gray QRDC:

Under *Treat as Battle Hardening add “ or on a Pier” after “Beach Location” .
Under +Treat as Battle Hardening add “Assaulting/Evacuating side in a Beach Location or on a Pier (G14.32)”.

Support Weapons Chart on the pink divider and on the blue-and-gray QRDC:

Change note D to: “D. Hero fires by adding 1 to MG IFT DR (using full FP) or TH DR”.

In the “PF, PFk” line, remove note “B” from the “1 IPC(2PP Max) SMC” column.

A12.21 Concealment LOSS/GAIN Table on the pink divider:

In line 1 of Case A in the EXC, replace “all defenders” with “its target” and in the next line replace “Bypass (A15.42)” with “Bypass (A12.42)”.

C3 To Hit Table on the blue divider and on the blue-gray QRDC:

Change “* Gun”, “L Gun” and “LL Gun” to “* weapon”, “L weapon” and “LL weapon”.

C5 Firer-Based Hit Determination DRM Table on the blue divider and on the blue-gray QRDC:

In case A add note “S”.
In Case B add “(+3 if in woods/building/rubble)”.
In Cases C, C1, & C2 add note “L”.

C6 Target-Based Hit Determination DRM Table on the blue divider and on the blue-gray QRDC:

In Case L after “target” add “/firer”.
In Case M delete note “G”.

C7.34 HE & Flame To Kill Table on the blue divider and on the blue-gray QRDC:

Change “2, 3, 4: Only TK# Modifiers are:” to “2, 3, 4: Only TK# Modifiers are +1 if Rear Target Facing & :”.

In note 3 add “+1/+2 Elevation adv. (C7.22); ”.

In note 4 at end add “;double if CH”.

C7.7 AFV Destruction Table on the blue divider and on the blue-gray QRDC:

In the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry.

A24 Smoke Summary chart on the green divider:

In the WP row replace “U.S./British” with “U.S./British/Japanese/Chinese”; in the Mild Breeze column delete note “K”.

D2.5 Excessive Speed Breakdown DRM Table on the gray divider:

In the +1 row after “Russian(r)” add “, all Chinese”.

Rules Pages Errata

C7.7 AFV Destruction Table: in the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry.

D2.5 ESB DRM Table: in the “+1” row after “Russian(r)” add “, all Chinese”.

G18.62: line 3 before “Dare-Death” add “armed, unpinned”.

SP94 OUT OF ORDER

Michael Davies

This is my favourite scenario from *Schwerpunkt* Volume 8 (October 2002), as it presents an interesting fight between Yugoslav Partisans and Elite Axis forces for a well fortified Telephone exchange building.

The action is an airborne raid in partisan controlled territory, seeking to disrupt or destroy communications. Although surprised the partisans are more numerous, better prepared, better equipped and more aggressive than the attackers expected. The resulting fight will be vicious with heavy casualties on both sides and no clear indication of who is winning till the closing turns.

I'll describe German and Allied set up and tactics before looking at Yugoslav option which are influenced by the initial German dispositions.

German Set up

Your ultimate objective is to ensure no good order Yugoslav units are in the Telephone Exchange (building 23F2), at the game end. You can win before then by eliminating the entire enemy force if you are particularly talented, lucky or get some help from your opponent. Worth remembering berserk and broken enemy units don't count to prevent victory, nor do units in melee. It's just about possible to win if your last unit is eliminated at the same time as the last good order enemy say in a melee or a really lucky sniper attack. It's probably bad form to keep playing after all your troops are gone, although this might be an idea if a burning building could collapse eliminating any remaining enemy units. Don't forget enemy SMC don't count against a win, and if you can drive enemy units out of the exchange & keep them out that's also a valid win.

The Partisans are a stronger force than originally expected. A strong company with more leadership and support weapons than you'd like! Eleven enemy squads are a mix of four 5-2-7 (Soviet 1st line SMG squads), and seven 3-3-7 partisan squads. Enemy SMG squads are treated as Partisans for all purposes (SSR 2), plus are still able to use Assault & spraying fire capabilities. I'd expect the SMG squads to get the lion's share of the four LMGs the partisans start with. Obviously these add fire power to the defence, and if sited carefully can make the entry of your units more difficult. Partisan Leadership is very good, a 9-1, 8-0, & 7-0

Leader should ensure broken enemy units are soon making rally attempts, which if not subject to desperation morale penalties are likely to see them returning to action. At start the enemy have eight concealment counters most likely to be used to protect squads from fire, less likely to create dummies. At set up other units will gain concealment by being out of sight of your onboard troops. With so few concealment counters, it's unlikely many dummy stacks will be created, their use is mainly to complicate your understanding for what type of squads, leaders and support weapons are in a hex. As partisans all units are stealthy whilst in good order, they don't disrupt, and are not treated as inexperienced or elite. In close quarters fighting within a building being stealthy and/or concealed is a tremendous advantage, especially as Hand to hand is an option (SSR6).

SSR 3 makes all enemy units within building 22F3 fanatic. The increase in morale level is bad news, so too is immunity to cowering which will affect about a sixth of non Leader directed fire attacks.

Although eleven squads and three leaders with several SSR benefits is a strong force you'd be hard put to lose against it if the partisan's didn't also have the option of a lot of fortifications, up to seven fortified building hexes (SSR3). The restrictions in the rule actually encourage the partisans to optimize the set up of these, insisting they are placed in 22F3, and setting a maximum of three counters per level. The most sensible option for the enemy is to fortify two stairways, and their first and/or second levels, plus another ground level hex, probably 22G5.

Your own troops are a mix of elite units, with good leadership and plenty of support weapons. Unfortunately the initial forces are small a 6-5-8 SS Fallschirmjaeger (paratrooper) Squad, LMG, Demolition charge and a 9-2 Leader, plus two 4-6-8 Brandenburger Squads with another light machine gun. The latter are represented by 4-6-8 Squads and I think SS counters with an underscored morale. Both groups are subject to set up restrictions, with the first group in a ground level hex of 22F3, and the others within two hexes but not inside the same building. Yep, they are pretty badly outnumbered and not strong enough to take on the whole Partisan OB without help. Help arrives over the next three turns.

Running onboard on turn one are Bosnian allied troops. Four Elite 4-4-7

squads, a 9-1 leader and a couple of LMGs'. They are treated as allied troops by the Germans, making rallying, command and swapping support weapons harder. The Bosnian have a lower ELR of 3, so you might see some first line and even conscript MMCs generated. Although not as capable as SS units, this additional force is useful. It brings additional firepower and is more expendable for drawing enemy fire, are adequate fighting Melee, and can mass to make their own fire attacks.

More help arrives on turn 2, another two 6-5-8 SS squad, LMG, demolition charge and an 8-1 Leader, followed on turn three by an 9-1 Leader, LMG, flame thrower and a third demolition charge, with a 6-5-8 and 8-3-8 squad to use them.

In total you receive eleven squads, four Leaders, three demolition charges, six light machine guns, and one flame thrower. That's a lot of troops, an awful lot of Leadership & support weapons and some solid fire power.

There are some problems to consider. The most serious is concentration of force. Most of the OB arrives in stages from three different board edges, with time delays. The initial forces are unlikely to win the game on their own and you need to form a rough plan of how each reinforcement will arrive and what each will try to do once on board.

The next serious problem is how to exploit your troops qualities. Although a 6-5-8 or even a 4-4-7 squad does have an advantage over most of the partisan squads in a melee, they are at a distinct disadvantage when advancing into a hex occupied by a concealed stealthy enemy unit. If the hex is fortified & occupied by a good order squad equivalent you will even find the advance is not allowed. In most circumstances you should avoid melee, avoid Hand to hand and try not to be ambushed. There are always exceptions to any tactic, if the attacker is a pinned partisan half squad and you are concealed with a negative Leadership modifier go for it. If you are in the happy situation of outnumbering the enemy and able to trade squad for squad again consider a melee. In the majority of cases though you are at a bigger advantage using your fire power helped by support weapons. In raw fire power factors you mass about 67 factors vs. 49 factors for the partisans. Seven of your squads have better morale than the enemy and will likely be firing with Leadership direction. You should win a fire fight.



All of your MMC have an inherent smoke exponent, accepted it's only "one" for your allies, but for the rest an exponent of "three" is useful for covering enemy unit's whilst you deliver a demolition charge of get a flame thrower into position. Keep in view when the charge explodes or the flame thrower shoots the smoke will be removed. Smoke is valuable when crossing open ground or moving in cover to degrade the effectiveness of enemy fire. Use it when you can. If you blagged the balance the smoke exponent of the 8-3-8 rises to "five" as it becomes an assault engineer. Don't deploy it and try to position the unit so it can generate smoke where needed.

As it's 1944 Panzerfausts are available for the SS squads & half squads. With so many support weapons in play and generally low to hit numbers, it's probably a mistake to use them. If you generate a Berserk unit though is can be fun to fire a Panzerfaust in a building hex full of enemy units before you go into melee. Hit probability is low, but you might get lucky with back blast.

Under SSR5 you troops are issued with special ammunition. For sub machine guns and pistols this is likely to be bullets with a mild steel core, for rifles and machine guns, there are several armour piercing rounds, some with mild steel or Tungsten cores, and in some cases containing incendiary white phosphorous. You are allowed half fire power with no modification for concealment or point blank fire when shooting through floors or ceilings without the benefit of a stairwell. In some games you will not use the option, but it can be handy when you are running troops after the last few partisan units, want to keep a unit under desperation morale or see a chance of stripping concealment.

Your OB includes three demolition charges and a flame thrower. Demolition charges are one use weapons, flame throwers can be! It's a judgment call how often to use a flame thrower. I'm inclined to take every shot and would even consider long range use against a concealed unit. Other's wait for a critical moment when a massed target can be attacked at close range. Best advice I can give is roll low. Causing flames can help as it reduces the number of hexes you have to drive the partisans out of. There is no penalty for burning down the Telephone exchange. You do have enough Leaders to let one man the flame thrower, if you are lucky to generate a hero he would love to have a go.

Demolition charges represent small satchels of explosive or grenade bundles. In this scenario you might want to use to breach fortified walls to attack the enemy and allow your troops to move into the hex whilst it is still occupied. Against an unconcealed enemy occupied hex you attack on the 30 IFT column with a +3 or +4 modifier. Rubble is fairly unlikely needing a DR of "4" or less, you might generate a flame on a "6" or less though make sure you roll for possible flame creation. Most of the time you will be causing morale checks. Against concealed targets, the attack goes in on the 12 IFT column can't generate rubble, is unlikely to cause a flame and will probably result in a morale check.

Expect to have fun with the demolition charges you have, be very pleased if you attempt to use all three, try not to finish the game with none of them used, or on the receiving end of captured ones. Don't forget a Leader is qualified to use a DC. Section 23 of the ASLRB is very clear with a good example that is fairly easy to follow.

It's also worth rereading section B 25 of the ASLRB to get up to speed on Fire. There's a reasonable change of generating a flame from demolition charge or flame thrower attacks, possibly by massive IFT small arms attacks.


Kindling (B25.11) is also an option. Thinking about the Telephone exchange (building 22F3), you first need to pass a Normal test check, then roll the basic kindling number for a squad of 8, modified by +1 for dry environmental condition, and possibly Leader modification. One a flame is generated, to create a blaze a DR ≥ 9 is needed, modified by environmental conditions and a -1 for fortified locations. Realistically some luck is needed for a flame to be generated and turn into a blaze. If it does though it creates a blaze the enemy cannot enter, generates smoke and threatens to spread to adjacent hexes. There is also a small chance of a building collapse on a 12 DR Wind change roll. Don't expect too much from kindling, but brush up on the fire rules in case you have troops with nothing better to do or a very effective attack generates a flame.

Although the playing other covers half a board, most of the action centres on 22F3 the Telephone exchange. It's a massive Multi story building with stairwells in F4, H4 & G6. These three hexes are crucially important to attack or defence. It's extremely difficult to win if you do not control at least one. Initially you have the option of occupying the ground level of one stairwell with the Draufganger group. If you don't, well attacking a building with three fortified stairwells is going to be very difficult. I'd expect the other two stairwells to be fortified, and at least one other ground level hex. I'd have a strong hunch about G3 as whichever stairwell you choose it threatens that hex and makes access to the stairs you don't control harder.

Why are the stairwells so important. Firstly they are the best way to get up or down a level, which will be necessary. Secondly they give your units on upper levels some protection against upper level encirclement. Finally if you control all three

OUT OF ORDER

SCHWERPUNKT SCENARIO SP04




SITUATION: DIVAR, Bosnia, Yugoslavia, 25 May 1944. By mid 1944, Joseph Goebbels had become a major liability to the German government in Yugoslavia. His "Army" of committed partisans (Yugoslav Partisan's Liberation Army) had grown to a "mopping up" force of 200,000 men and women. The Germans didn't have the resources to deal with a force this big, but they did know where Tito's HQ was located. With the idea that "if you cut off the head of the snake, the body will die," the German planned Operation Rössingdäcker (Knight's Mercy). A number of German units were to surround and isolate Tito's HQ located near the city of Drvar. At the same time, the SS Fallschirmjäger Battalion 500 and other attached units were to attack Tito's HQ from the air. The building was split into smaller attack areas with certain objectives. "Draufgänger" Group, which consisted of elite Fallschirmjäger, "Sonder" Troop (Special Troop) officers, KJ signposts from the Brandenburg Regiment, and "Bombs" Group (a combination of some forty men from different German units, one to look after Drvar and destroy the wireless line and radio communication network and gather intelligence. At 7:00 A.M. on the morning of May 27th, the German gliders started their descent, landing close to the center of the town. The "Draufgänger" Group spread out to find other possible communication points, a squad of Fallschirmjäger changed the telephone building. Getting in was easy, but once inside a fierce battle started. The partisans knew it was fight or die: no quarter was given, none taken. "Sonder" Group entered the building to support of four SS companies, followed quickly by the Bosnians. There were too many partisans and reinforcements were called up. Satchel charges and flamethrowers were used to blast the partisans from fortified rooms. "Draufgänger" Group had to evacuate their way through the entire building. The German units also tried smoke-generating communication enabling them to shoot through ceiling into upper rooms. Although the partisans fought with great determination, they were not ready for the SS. As the Germans left the building, satchel charges made one building was left for the partisans to recover. This part of Operation Rössingdäcker was a complete success.

MISSION: Germans win at game end if there are no Good Order partisan MMC's in building 22F3.

COMBATING INSTRUCTIONS:

1. ELR and SAN will be used at start.
2. 5-7" mortar (not 4.2") must be present through battle (ZIC, even after neutral or destroyed, and cannot be replaced). Note: alternatives are mortar or partisans in every way (including Replacement for ascending ELR).
3. After the German units, the British player may attempt some form of attack (eg 22F3 in Part 2) (S23). Tanks are NA. No more than three battalions per level may be fielded. Partisan units in building 22F3 are treated as NA.
4. Axis Mine counters are used to represent the Demolish Group. They and the Germans are considered Allied Troops (S47).
5. German Infantry (ZIC: Axis Mine MMC) may shoot at an opponent's location in if a retreat/neutral between them as half Engineer (Infantry Engineer and German LMG). (Engineer modification due to mine blank charge and concealment of the mine). For a successful attack on the hex, normal rules apply.
6. No Quarter (AQ3) is in effect and Hand-to-Hand (H2H) may be declared by either side.

Scenario Rules: (Special Rules: (H2H):) Scenario: Lucha, Intero, Armamento: German: Special Forces of World War Two, Marine, Assault 1, Propeller Engine: Obsolete: Combat: Partisans of the Yugoslav: SS (Infantry: Mobile: Prime, P41) pp. 12-18

MAP ORIENTATION:  **OPTIONS:**

- ★ The 8-3-8 is an assault engineer.
- ★ Exchanges a 3-3-7 for a 5-2-7.

MISSION LENGTH

★ GERMAN SETS UP AND MOVES FIRST

Elements of Tito's Headquarters Company and Escort Battalion set up in or to 2 hexes from building 22F3 in any location devoid of German units.

| | | | | | | | | | |
|----------------------|-------|-------|-----|-----|-----|-----|---|---|---|
| (ELR: 5) (SAN: 4) | 5-2-7 | 3-3-7 | 9-1 | 8-0 | 7-0 | LMG | ? | 4 | 8 |
|----------------------|-------|-------|-----|-----|-----|-----|---|---|---|

Elements of Draufgänger Group, SS Fallschirmjäger Battalion 500 set up in or to any ground level hex of building 22F3.

| | | | | | | | | | | |
|----------------------|-------|----|-----|-----|----|-------|-----|-------|-----|-----|
| (ELR: 5) (SAN: 4) | 6-5-8 | SS | 9-2 | LMG | DC | 4-6-8 | LMG | 4-4-7 | 9-1 | LMG |
| | | | | | | 2 | | 4 | | 2 |

Enter here 3 on the south edge.

| | | | | | | | | | | | | | |
|----------|-------|----|-----|-----|----|-------|----|-------|----|-----|-----|----|----|
| (ELR: 5) | 6-5-8 | SS | 8-1 | LMG | DC | 8-3-8 | SS | 6-5-8 | SS | 9-1 | LMG | DC | FT |
| | | | | | | 2 | | | | | | | |

Enter here 3 on the west edge.

Another option is to use the charges to create breaches in fortified hex sides. ASLRB section B23.711 describes this. In summary the placement cost is only one MF, & the attack is first resolved on the IFT vs. the hex side. Any modified result of a morale check or better causes a breach, the explosion also attacks unconcealed targets with 12 IFT (+4), or 6 IFT (+4) against concealed targets. Chances of rubble and flame are low, but it's almost certain you will be able to move through that hex side unless the charge malfunctions.

Throwing charges is generally a bad idea, unless you are on the second floor dropping something down to the ground floor, or things are rather desperate.

stairwells all enemy units on levels one or two are encircled.

A minor point but don't forget ground level units with a line of sight to an adjacent second level are not able to use point blank fire or attack with flame throwers or demolition charges. Expect to see some enemy units on level two from the start of the game.

Building 22F3 is the most important feature on the map. Other terrain takes on significance when planning specifics of your attack or the entry of your reinforcements. For example the Benesch group may want to use board edge buildings and woods to provide protection during their entry, or your initial supporting force may start in buildings E4, F6, G3, or event I6/I7, or D5? I'll discuss this briefly, but the choices you make will need to be based on enemy dispositions. It's pointless trudging through woods and buildings under cover of smoke if nothing is sighted to you.

Six and a half turns to clear out a fortified building full of partisans isn't going to be easy. From the start you should feel under pressure to gain ground or inflict casualties. You can win by driving the partisans out of the twenty Telephone exchange location's you don't control, either by physically occupying the hex, or dominating it with fire. Only your player turns are relevant for physically occupying hexes making this a tough method if you can't start gaining territory using two or three separate groups in different parts of the building. On average you need three or four locations per turn. Killing squads is sort of easier. Mainly you will be doing this by fire combat, perhaps a little bit of hand to hand or close combat. You have eleven player turns to pull this off, so a kill rate of one squad per turn is about right. Both methods are easy enough if your opponent cooperates! Chances are most players won't. They'll trade control of a hex to keep casualties down, or fight like crazy to stop you gaining locations (particularly stairwells). To overcome this you need to concentrate force where he can't, avoiding big concealed stacks and hammering less well defended locations, and the clever use of support weapons. A big partisan stack will generate a lot of firepower, but if hit by an effective flame thrower burst or demolition charge can cost the Yugoslav's several units.

Basically you need to outthink your opponent in about twenty or more small actions. You need to know how your support weapons and troops fight effectively, understand lines of sight within the Telephone exchange and roll average

or better dice. At time you won't get what you deserve, a well planned attack from several direction will fail due to bad luck, or enemy action or your opponents cunning counter play. Over the course of play though you should equally find some attacks work much better than intended, it sort of evens out!

Do feel under time pressure throughout the game. Not only for the final turn scramble to close down any remaining partisan units, also carefully watch the turn record for when to bring on reinforcements. Forget to bring them on and it can be difficult to catch up. Six and a half turns is just about enough time to achieve your objectives, but it will feel tight.

Despite a tiny on board OB of just three squads one leader and three support weapons you have a few set up options. Some of them are pretty dumb, for instance the option to put some of the Brandenburger's in open ground next to the Telephone Exchange deserves PBF on turn one. The set up you choose should take account of the reinforcements you are going to receive over the first three game turns. Perhaps the best choices are based around the stairwell hexes, pick one then decide on the best way to support it with your other troops. I personally like the look of 22F4 for your 6-5-8 Squad & Leader with the Brandenburger's starting in wooden building E4. This is close to your turn one reinforcement entry areas, and prevents enemy set up in a stairwell. That said H4 & G6, are almost as good, and there is no reason why you can't abandon the idea of starting in a stairwell if you think that will force the Yugoslav to make some difficult decisions about fortification placement.

Sticking with the idea of F4, I'd be tempted not to deploy anything, maybe give the Leader the demolition charge and wait to see what the enemy does.

With only one hex of 22F3 occupied by your men, it is possible for the Yugoslavs to mass against you in at least two adjacent hexes, plus another location above your position. If that happens your boys might be hit by some truly ugly attacks on turn one, but arriving units can try to prevent the enemy regaining concealment which should make the job easier for your arriving units. Just as there isn't a perfect set up that will lead to an automatic win, enemy options however fearsome they appear will have inherent weaknesses. As outline massing against your onboard forces will make life easier for your reinforcements, dispersed concealed defence will give your onboard unit's a chance to consolidate their positions.

Do what you can on turn one, bring the allied troops on safely, getting them as close as possible to the building. Do what damage you can with your initial troops, and be pleasantly surprised how resilient your units can be to even powerful IFT attacks.

Before turn two starts, work out how you will bring on the next group of units, where they will aim to be in 22F3, & how they will get there. Running around in the open is risky unless no enemy units have a line of sight to the hex. Take longer safer routes, unless the risk is justified by gaining something significant, perhaps another stairwell, or eliminating enemy units for failure to rout.

On turn 3, your third group enters, bringing on a flamethrower and a couple of SS squads. Even if a lot of your OB is already eliminated, these units can turn the tide. The flame thrower can be enormously destructive getting you back into a "lost" game.

During play generally avoid close combat, make use of all three demolition charges, maybe try for a breach, give thought to kindling, fire the flame thrower at least once, encircle some Yugoslav units, pop smoke, and continually press to gain territory in your movement and advance phase. Above all enjoy the game, no matter how much you prepare or analyze the scenario the real reason most of us play is it is fun!

Partisan Set up

Just one of your Good Order MMC in building 22F3 at the game end earns you a win. To achieve this requires a very careful defence that slowly surrenders territory to the Axis forces, and more slowly still suffers some casualties. At the same time you can reasonably expect some opportunities to inflict casualties on the enemy, perhaps regain some territory and seek ways throughout the game to frustrate German objectives. Pay attention to the definition of good order, Berserk, broken and squads in Melee are not good order. So on the last game turn rally broken troops, pass morale checks, don't go berserk or kill something if you are and win melees! You'll need some help from the dice for this, but you can also help yourself by trying to remove desperation morale penalties from units, having Leaders on hand to rally troops and limiting your exposure to fire and close combat situations in turns five and six.

The telephone exchange building (22F3), is undoubtedly the most important terrain feature in play. It is a multi level

stone building with stairwells in F4, G6 & H4. Within certain constraints you can fortify up to seven locations. A maximum of three can be on each building level, higher levels can only be fortified if you have already fortified the one below and you cannot do anything in the Germans set up hex within 22F3.

Stairwells are key terrain features. Using a stairwell troops can move up or down a level easily. At set up if all three can be fortified I strongly suggest doing so. The Germans would then need to fight to get access to level and two hexes. If one stairwell is occupied by the Germans', well I'd suggest fortifying the other two and probably G5. Your remaining fortified hexes go above the ones you select. It's hard to decide how many levels to fortify, the selection is between protecting all three levels of two stairwells plus one ground level hex, or going for three hexes on two levels and a single fortified stairwell at level two. Of course you could go a different way on this and opt to create a triangular defensive position in say H4, G4 & G3. Without control of a stairwell and a route to it's ground level your troops become subject to encirclement reducing the effectiveness of their fire, dropping their morale and making movement much more difficult. At some stage in the game your troops will suffer encirclement as they try to hold on to a small portion of the building. Whilst this isn't good news on turns two or three later in the game you should expect it.

During play terrain can be altered by combat results, demolition charges can rubble buildings, and even create fires, flamethrowers can cause flames as can kindling troops. Rubble and blaze hurt. They reduce the area in play making the attackers game slightly easier. Additionally anything in the hex affected by newly created rubble is buried in it including anyone upstairs or in a location where rubble collapses into. Similarly a flame is likely to be the result of a powerful attack that has done damage. Expect bad news like this during play and don't always blame it on luck.

Fortification raises the building TEM from +3 to +4 for every enemy weapons except the flame thrower. Morale and pin checks are less likely, and the pain of low DR is reduced. As long as you have a good order squad or equivalent in the hex the Axis cannot enter, unless the hex can be breached by a demolition charge. Keep in view a DC used to breach attacks with a lower column on the IFT table, and you may need to remind enemy players they are not able to breach a stairwell level.

Not all the action takes place in building 22F3. A few enemy squads start onboard, the rest arrive from the East, South, & West hex edges over the first three turns. If you can catch these troops in the open or force them to slowly move through cover your winning chances improve. I'll go into specifics later, when describing set up.

With your own and Axis counters in play 22F3 can get a bit crowded. It can be difficult to keep track of where your own and known enemy units are located. Try to keep tabs on where your own units are by thinking whilst your opponent is making his moves, if needs be though pause and check anything critical. A side record of your casualties can be helpful if you are happy keeping notes.

Opposing forces are a mix of various SS units and Axis minor forces. In total the Axis have four 6-5-8 SS Squads, two 4-6-8 Squads (probably also SS with underscored morale), and an 8-3-8 SS squad, led by a 9-2, 9-1, & 8-1 Leader, they have inherent smoke exponents, Panzerfausts, four LMG, Three demolition charges, and a flame thrower. There's more, supporting Axis minors 4-4-7 squads, a 9-1 Leader, & two LMG.

The Axis minor ELR is three, so it's reasonable to expect some replacement during the course of play. For the SS, well the ELR is an underscored five! Unless subject to massive fire attacks and high order morale checks replacement is unlikely.

Enemy firepower is horrendous, mainly due to the SS propensity to favour automatic weapons and to be aggressive using them. Aside from helping fire combat, this comes into play during close combat and melee. 4-4-7 & 4-6-8 squads are not as deadly in terms of raw firepower, but with a LMG they too can make a serious contribution to a fire fight.

I wouldn't expect to see too many Panzerfaust attacks, mainly as combat is likely to be within the building and the enemy are more likely to use their troops inherent firepower and either LMGs', demolition charges or the flame thrower. That said your opponent might see things differently and manage to subject you to nine rocket attacks during play.

Special fire options are available to the enemy. Some units can use spraying fire, and/or assault fire. Coordinating instruction 5 allows German Infantry to use armour piercing bullets to fire through floors and ceilings. With high TEM and restrictions on such attacks the tactic isn't massively useful. I'd expect to see it used in an attempt to strip concealment, to keep

troops under desperation morale, by units otherwise unable to shoot or as a desperate gambit by German troops.

In general the enemy will count on higher firepower and morale to shoot your force to bits. If you are concealed attempting close combat is risky for the third Reich, not the least because you are stealthy. If you ambush the enemy, declare hand to hand and aim to destroy your adversaries before their opportunity to do damage. It's a nice touch if you can retain concealment and withdraw somewhere useful afterwards. Although the odds of an ambush are in your favour, it might be your opponent isn't reluctant to initiate close combat. Statistically you should win most fights, but don't be dispirited if you lose one or two.

The demolition charges and lone flame thrower are worrying. Demolition charges are one shot weapons that can cause rubble eliminating every unit in the hex. A rubble hex can fall into another hex, eliminating it's contents. You can defend against DC by firepower, or the use of concealment. By being concealed, the blast damage is reduced and it's impossible for a stone building to be fortified. If the enemy use some DC to breach fortified hex sides, rubble is not an issue, again concealment reduces the firepower of the attack. For concealed units try to judge what is more effective your outgoing fire or a more effective DC attack?

Concealment also helps against the flame thrower, reducing the power of the attack and reducing the risk of a flame in the target hex.

To summarize the enemy are generously equipped with support weapons, have high morale and roughly equivalent in size to your own forces. Fortunately they have a significant weaknesses. "Concentration of force", in that they arrive over three turns.

Initially you face just three squads and a lone Leader, and it takes three turns for the rest of the enemy to arrive. Even then each reinforcing group arrives at the board edge and will take one or two turns to reach the Telephone exchange. Although the Axis have a strong force it is not unbeatable if you catch units running in the open or ambush them at close quarters. Further you don't have to beat them, you win if you survive even if you sole remaining MMC is facing virtually the entire enemy force at the end of turn six!

Your own forces begin the game concentrated in the very building the Axis forces must attack. Yugoslav partisans are a mix of various ethnic groups, mostly Serbs, but also Slovenes, Croats,

Macedonians, Czechs and other Nationalities, Christians, Moslems, Nationalists and Communists. They were united by strong leadership, a sense of purpose and a culture that admired bravery. Some of these characteristics are reflected in your unit's morale & Leadership. Three leaders a 9-1, 8-0 & 7-0 is pretty good for a force of eleven squads. Extremely useful when you are certain to need to rally any broken troops and hurl them back into the fight quickly. Within the Telephone exchange all your troops are fanatic (Coordinating instruction 3 & ALSRB A10.7). Don't forget this, the morale gain is absolutely critical to help you survive fire combat, rally and pass the odd NTC, & if you use Final protective fire is again useful. Effectively your troops become higher value leaders and 5-2-8 & 3-3-8 squads. Fanatic troops are not subject to cowering, which generally affects one in six attacks. When operating the three light machine guns in your OB immunity to fire increases the chance of retaining rate slightly, and makes residual fire power more certain. You'll find this very useful when trying to interdict German forces as they move towards you.

Your squads are a mix of regular partisan 3-3-7 (Fanatic) squads, and 5-2-7 (Fanatic) first line SMG squads, the latter are represented by Russian counters. The majority are rifle squads, with good morale, reasonable range but low fire power. In fire combat they need to be part of a fire group or shooting against troops moving in the open. In close combat, they have less factors than any enemy squad, but can do well if they are able to go into CC concealed and stealthy to ambush then declare hand to hand. Don't get too hung up on fire power, you can form fire groups and with a LMG the basic fire power is raised. 5-2-7 squads are better in virtually every aspect except range, which is the least important for this scenario. Higher firepower helps fire combat and close combat. SMG squads also enjoy higher broken side morale leading to faster rallying and greater survivability against further attacks. A higher proportion of 5-2-7 squads would help your game, hence the Scenario option of exchanging one 3-3-7 for an SMG squad.

Concealment is going to be a big part of your game. You start with eight dummies, and may be entitled to more depending on your set up and line of sight. As mentioned earlier concealment gives some protection against fire combat, flame throwers and demolition charges. A more aggressive use of concealment is in close combat, where it confers a -2 modifier, keep in view your entire OB is stealthy so you

go into most close combats with a -3 modifier. This might not sound exciting, with a -3 modifier you can't be ambushed and ambush your opponent on 21 out of 36 DR. When you ambush you get a free crack with a -1 modifier, and any counter strike is at +1. Keep in view Leadership can help yourself or the enemy, and pinned enemy units are very attractive targets.

Less exciting is the use of concealment to mask the precise nature of your defenses from the enemy, and perhaps the use of dummy counters. Not knowing if a squad is a 3-3-7 or 5-2-7 will complicate the enemy player's game and may lead to him becoming confused or fatigued. You don't want to cause the guy a breakdown but it would be nice if this made him work harder for a win, or make a couple of mistakes.

SSR (or coordinating instruction) 3, gives you the option of up to seven fortified locations, with some restrictions on how many on each building level. I really do think you should use all seven. The higher TEM gives some protection against small arms fire, and demolition charges, accepted not against flame thrower attacks though. As long as you have a good order squad or equivalent in a fortified hex the enemy are unable to advance into it, unless they expend a demolition charge to attempt a breach or mouse hole. It is almost mandatory to fortify stairwells. These cannot be breached so are harder for the Axis to advance into. If you are able to fortify all three stairwells on turn one, strongly suggest you do and fortify at least one level above it. If the Axis are hard pressed to gain levels in the Telephone exchange your chances of a win improve.

To recap. You have a large well led force, with some support weapons, that can be concealed in fortified terrain. They can be vulnerable in fire combat, partially offset by scary modifiers for ambush and the option of hand to hand.

It's my view the toughest problem you face is timing, six and a half turns is a long time to hold out against an Axis force that is very strong once it concentrates on board. You start with eleven squads, if the enemy can destroy one squad per player turn he'll win. Late in the Game there will be enough Germans on board to make the loss of at least one squad very likely. You can limit casualties by using concealment, TEM, and most importantly line of sight to give the enemy the worst possible shots at your own troops. In your player turns skulking makes an awful lot of sense, if you can leave an enemy unit with no targets you conserve your forces for the end of the game.

Unfortunately you are tied to building 22F3. In all the building has 21 locations, only one is enemy occupied at the game start the others must be fought for and defended. In eleven turns you can lose control of just under two locations per turn and still have one location with a good order MMC in to claim a win. If the German is gaining control faster than this winning become very difficult. To reduce the rate you lose ground requires a defence in depth. Don't allow the Germans access to the ground level without being shot at, don't allow German unit's a free run up stairs if you can do anything to prevent it. In fact if you can regain control of a stairwell during play give the idea serious thought.

Expect some help from the Germans. If they are conducting a lot of prep fire, favouring assault movement and slowly moving from the board edge to the Telephone exchange without causing significant casualties your chance of a win improves. Similarly if they are being very aggressive and suffering heavy casualties for little material or territorial gain again your chances of a win grow.

Specific set up depends on which hex the Germans start their onboard forces in. Most of the time this will be one of the three stairwell hexes, and adjacent wooden buildings for the Brandenburger's. There are not many alternatives. F3 might work, as might G4, my own view is G5 looks silly, being prone to encirclement.

Assuming a stairwell is chosen, fortify the other stairwells, and surround the actual hex chosen. I'd also put a unit at level one to stop a Jerry run through the building on turn one. Aside from containing the onboard force, give some thought to interdicting reinforcing groups. One or two units with machine guns at level two is enough for this. You don't have to massacre the enemy just slow their movement to make the journey take an extra turn. That said any casualties you do inflict are worth while. This small force should relocate to face each reinforcing group as it arrives.

On turn one, you might feel you have too many troops in the building, trust me that feeling will pass. As troops are eliminated or broken, forming a line to slow the Germans becomes harder. Harder still as stairwells fall to the Third Reich. As the game progresses you'll likely reach the point where you can no longer contain the enemy advance. Then you need to be lucky, rally squads, survive fire combat, win melee, or withdraw after an ambush, hang in to keep one MMC in play.

A more difficult fight can be had by being more aggressive. Attacking the

Continued on page 18, column 3

“There is no ASL without Verona walls, But purgatory, torture, hell itself.”

ASL Open Italian tournament ITASLIA 2006

ASL was reborn in Italy in 2004. Some Italian players met on VASL and started a public forum, more people joined and a small community was born. In September 2004 ASL ITALIA met at VERCON (a big gaming convention in Verona) and again in November for an ASL-only event, which turned out as the first ASL GATHERING. Friendships were forged and a lot of new gaming buddies start to play each other in Italy. This led to our second ASL WINTER GATHERING in December 2005 with 22 players (2 from California), and straight we went for organizing our first big tournament ever. We decided to stage it at VERCON 2006 in order to attract new gamers and let old Italian grognards know that ASL is still alive and kicking. Enrico Catanzaro, Mario Nadalini and yours truly volunteered as organizers and Lorian Rampazzo (an old chess glory) as referee. We decided the scenarios, the ABSS, let the word out in the ASL world and waited. Things started to go well with some 32 peoples from all over the world and Italy inquiring about the tournament. 27 of these confirmed their participation, but unfortunately starting two weeks before the event, a lot started to drop out for the most various reason, a pity. But enough with the story, 16 people showed up on September 8th, Peter and Liz Struijf made the trip from Holland and picked up Chris Mazzei in Switzerland, Georges Tournemire flew in from France, Enrico Catanzaro from Sicily, while other players came from Terni, Bologna, Milan, Turin and Venice. Enrico Catanzaro, Massimiliano Tuzzi and Sergio Puzziello are the only Italians present with some international ASL experience. All others Italian players are here out of curiosity or just for fun, except Fabrizio Da Pra who's here to drain blood from his old nemesis "Captain Rabbit" Andrea Pagni.

In the first round there is the first surprise, Enrico Catanzaro met his destiny early by the big hands of Fabrizio Da Pra, who has been playing (very well) for just one year, all foreigners players win their games, while I managed to get a win against my good friend Nicola Marangon after having been wiped out from the map on turn 3 as German in "By ourselves". In the second round both Massimiliano Tuzzi and me played Road to Lyon with Mazzei and Struijf, but the scenario is way too long for the short time we have got and both game finish with a draw. 4 other games are American victories in the old Niscemi-Biscari highway, the near-great-surprise here is again Da Pra, losing an almost won game with Tournemire only thanks to

an American leader which rolls snake eyes while rolling for interdiction, becomes heroic, gets a bazooka and fries a group of 3 boches squads in a stone building, all of this while rallying the entire American flank (4 squads) which had been previously routed by the Germans. Marangon and Nadalini go exotic with Wetlet and the latter prevail.

Saturday starts with bad news, gaming convention are good for recruiting people (20 guys played 10 - games of Valour of the Guards with our instructor) and getting old hands back to ASL, but are not good for silence and concentration (we are definitely not coming back here for next year). All ASL players go back to their tables for nice armoured scenarios, my game with Chriss Mazzei is the only one that needs the referee on the entire tournament, three judges come and I lose with 62%, Georges Tournemire beats San Marino's champion Andrea Pagni, meanwhile Sergio Puzziello (which rolled a staggering number of 2 during the tournament: 21 - 16 in a single match and it's not this one) managed to win his only game against Sandro Coriasco. In the fourth round we played some Oldie but Goldie scenarios with Wintergewitter getting' the lion's share. I fail my morale check against Da Pra after some really evil snake eyes against my advancing Germans in Le Herrison and some equally bad boxcars on my 150s and MGs. Paolo "kamikaze" Mengoli beats Chriss Mazzei in a tense Le Herrison match, while Struijf and Tournemire draw their Cream of the Crop. It's 21:00 and we have been playing 12 straight hours so we need to get some rest: In Italy this means one thing: sitting down and eating. All players go to "Grotta Azzurra 1" restaurant where we had a delicious meal, all people not from Verona met "pizza a metro" which is a 100x36 cm pizza which is typical of "Grotta", traditional food from Verona and pizzas fill the dishes, wine and beer is liberally consumed by everybody (it's just a 5 minutes walk to VerCon). Mario Nadalini and Alessandro Canevese leave early, they obtained permission from the judges to continue their match till midnight. Mario wins thanks to the erroneous interpretation of VCs (suggested by a passer by - that you should never listen, especially around midnight).

Sunday comes and the matches that really count for determining the winner are just two: Tournemire-Mengoli and Pagni-Da Pra and the possible results are:

if Georges wins, he's the winner;

if Georges loses, and Andrea wins the latter will be the champion;

if Georges loses and Fabrizio beats Andrea there will be no winner (gosh!!!)

Georges save the organizers the pain of scenario 3) and proceed to win a gruelling match with the Yugos, in the meanwhile Da Pra and Pagni fight their personal war over the same hills, but all fighting abilities of Fabrizio are of no use against the 2-toting Pagni who proceed to annihilate the Italian assault after Fabrizio gained a foot on the hill on turn 2 (?!?), losing the game and some temper to the ever-smiling Pagni. I think that we are going to see an interesting match between these two next time (even if poor Fabrizio was heard chanting "I cannot beat him I cannot possibly beat him I will never beat him"). All players choose Morire in Bellezza which is possibly an indication of poor choice from the organizers and Mazzei beats Struijf for 3rd place.

Georges is declared the winner and walks away with plaque, Operation Watchtower, Operation Veritable and Journal 7, 2nd (Pagni) and 3rd place (Mazzei) get their plaques and some minor prizes, as the players who rolled more 2, 12 and obtained more CVC in CC.

The tournament was a real success, with everybody playing ALL their matches till the end (even Claudio Prandi who lost all of them). No less important for us, 30 people tried the simplified ASL on the giant board we set up for newcomers, and 3-4 ASL games were constantly played alongside the main event. We did some organizing mistakes but everybody had a lot of fun, and that's the really important thing. We all hope to have installed some curiosity for tournaments in Italian players and hope to see some more travelling foreigners next year.

See you in Verona and ... Remember the Bard!

Ω

*Title from Romeo and Juliet, Act III, Scene III
- with apologies to William Shakespeare*



"THIS IS THE CALL TO ARMS!"

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

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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 Penrhyn 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



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!

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 damays@alltel.net. Check out the web site at <http://www.aslok.org/> for the latest details.

INTENSIVE FIRE 2006

When: 26 - 29 October.

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

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

Format: Three round Fire Team tournament (two rounds on Saturday, one on Sunday). There will also be some single day mini-tournaments on the Friday. Open gaming is available for those who do not wish to take part in the tournament.

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

Contact: For more details or to register contact Pete Phillips, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 266 6894 (evenings only) or email 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, Hagebittenweg 9, 41564 Kaarst, Germany. You can email him at Christian.Koppmeyer@freetel.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 Phillips, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 210 1798 (evenings only) or email heroes@vftt.co.uk.

MAY DOUBLE ONE 2007

When: 12 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 offering a choice of three scenarios, one running from 10AM to about 2PM, the second from around 2PM to 6PM. Players will be divided into groups of 4. Friendly games and a team scenario are also on offer.

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

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SP94 OUT OF ORDER

Continued from page 18

growing number of deadly support weapons. The game should hinge on how little ground and casualties the partisan gives up in the first three turns and how dynamic the Germans are in the rest of the game.

Good dice rolls can always have an influence. The German demolition charges can do damage, killing squads, causing rubble or breaking units. The flame thrower can be particularly devastating if it fires repeatedly. Partisan counter play will include close combat ambushes, which with similarly good rolls will eliminate SS squads quickly. Expect some good and bad

luck, don't expect the balance of the game to be thrown by it.

The trickiest thing in the game for me is moving counters around in a crowded building, although it wouldn't put me off playing.

Expect an enjoyable game, both sides have different tactical problems with different forces to achieve their objectives. The scenario rams home the absolute importance of controlling as many stairwells as possible to gain control of a building. Either side can lose by failing to appreciate their significance.

A friendly game should play in less than 2 or 3 hours, neither side should concede early, a single partisan squad can win the game, similarly a lone SS squad with a run of luck could do a lot on its own! Most games will seem close, perhaps with an identifiable point were the game was won or lost.

I'd favour the Partisans in this one when picking sides, as a strong centralised defensive position appears.

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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.

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.