

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 70

May - Aug 2007

UK £2.00

US \$5.00



## IN THIS ISSUE

**HEROES 07**- all the action from Blackpool

**MAD VET REMEMBERED** - memories of a sadly missed *ASL*er

**HOWLIN' HOUNDS** - one man and his dogs

**SEIZING GYULAMAJOR** - some scenario thoughts

## IN THIS ISSUE

PREP FIRE	2
INCOMING	3
SAD HEROES	4
THE CRUSADERS OPEN	
<b>ASL</b> TOURNAMENT LADDER	10
SEIZING GYULAMAJOR	11
HOWLIN' HOUNDS	14
"THIS IS THE CALL TO ARMS!"	16
ON THE CONVENTION TRAIL	19

# PREP FIRE

This issue of *VFTT* is dedicated to Iain McKay, who was more fondly known as Mad Vet. Iain was a much-loved member of the UK *ASL* scene from his first appearance at INTENSIVE FIRE 96. I first played against him at BERSERK 97, when we decided to play a game at midnight, just as everyone else was winding down – as I was due to play a game in the final the following morning, people were not convinced of the wisdom of my decision. The first decision we made though was to get more beer in! Thus began a game of 'Mayhem In Manila' that ended 4 hours later in victory for Iain and a bloody good laugh for both of us. After that there were many good times with Iain, and his passing is a sad loss to the UK *ASL* community as well as his family and friends. God Bless You Mad Vet.

Roll Low and Prosper.

Pete Phillipps

**COVER:** In memory of Iain 'Mad Vet' McKay.

### 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 71 should be out at the beginning of September 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. You can also download *VFTT* free from the *VFTT* web site.

Back issue are now out of print but can be downloaded for free from:  
<http://www.vftt.co.uk/vfttpdf.htm>

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# INCOMING

## MMP START TANKS

MMP have recently released *ASL Starter Kit 3*, which introduces tanks to *ASLSK* players. Priced £17.95, the stand-alone product contains the rules from *ASLSK2* and additional rules for vehicles, one counter-sheet of 1/2" counters, one counter-sheet of 1/2" and 5/8" counters, three 8"x22" geomorphic map sheets (t, u and v) and eight scenarios featuring Americans, British, Russians, and German forces. *ASL Starter Kit 1* is also back in stock now, and a reprint of *ASLSK 2* is planned in the near future as stocks are running low.

This is likely to be done when *Valor of the Guard* is printed. MMP are currently aiming to release this new *HASL* module covering the September battles for the Central Railway Station in Stalingrad at Origins in July. Retailing for \$65.00, the module will contain two 22"x32" full-colour map-sheets, three counter-sheets, three 8" x 11" Player Aid/Roster cards and a rules chapter, as well as up to four CG and 17 scenarios, although the exact number has not yet been determined.

Due for release at the same time is *Action Pack 3 - Few Returned*, which features 12 scenarios focusing on the Italian retreat from Russian in the winter of 1942. The \$24.00 pack also includes *ASLSK*-style reprints of map-boards 24, 42 and 43.

## FANATICS IN BUDAPEST

Fanatic Enterprises has released the *Budapest Pack*, which contains 18 scenarios covering a variety of actions

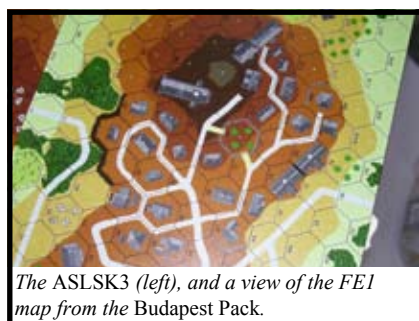


during the battle for Budapest in 1945. Also included in the pack are two new boards, FE1 and FE2, the former a rural board with some farms, a gully and some small hills, while the latter is a city atop a hill. Both are printed on card-stock. It can be purchased for \$28.00.

Also available are *The Blitzkrieg Pack* (\$18.00), the *Luzon Pack*, *Oblivion Pack*, *Fanatic Pack 1*, *Fanatic Pack 2*, *Fanatic Pack 3* and *Fanatic Pack 4* (\$12.00 each), the *Balkan Warfare*, *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), plus \$1.25 (\$2.50 for overseas orders) for each additional pack ordered. FE also have a series of AFV Cards similar to those once produced by Avalon Hill. Sets are available for the Allied Minors, Italian, Chinese, Japanese (\$6.00 each), Axis Minor, French (\$8.00 each) and the Axis Minors (\$10.00) each. Shipping and handling is \$2.00 (\$4.00 for delivery overseas), plus \$1.00 (\$2.00 for overseas orders) for each additional pack ordered. Check or money orders should be sent to Paul Kenny, PO Box 644, Haddonfield, NJ 08033. Payments can also be made by PayPal to [homerules11@hotmail.com](mailto:homerules11@hotmail.com). Details of other products can be found at <http://fanaticenterprises.tripod.com/>.

## BUNKER BATTLES

*Dispatches From The Bunker 24* was released in March and contains three new scenarios. 'The Bloody Torokina Perimeter' is a PTO mini-monster which see the Japanese assault an American bunker defence on Bougainville, while in 'Vossenack Church' the Americans are defending a church against a German infantry company. The final scenario, 'Grind Them to Dust' is the first from a new series following the 6th Panzer



The ASLSK3 (left), and a view of the FE1 map from the Budapest Pack.



## 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, e-mail them at [shop@leisuregames.com](mailto:shop@leisuregames.com), or go to [www.leisuregames.com](http://www.leisuregames.com).

**SECOND CHANCE GAMES**, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535, e-mail them at [sales@secondchancegames.com](mailto:sales@secondchancegames.com), or go to [www.secondchancegames.com](http://www.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.

Division in the Barbarossa offensive, and sees them having to force their way past a Soviet blocking position.

In addition, Jim Torkelson looks at two scenarios from *ASL Journal 6* ('Lenin's Sons' and 'Marders, Not Martyrs') while Carl Nogueira continues his 'Making a Mess' series with a look at Fire. The issue is rounded out with a review of the 2006 Bunker Bash and the New York State *ASL* Championship.

Four issue subscriptions are available for \$15.00 (\$18.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$4.00 (\$4.50 outside the USA) or \$55.00 (\$60.00 outside the USA) for a complete set of issues 1-24. A complete set of issues 1-23 and a subscription for issues 24-27 is available for \$65.00 (\$70.00 outside the USA). Cheques should be made payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 1025, Hinsdale MA 01235, or you can pay by PayPal to [PinkFloydFan1954@aol.com](mailto:PinkFloydFan1954@aol.com). You can email them at [aslunker@aol.com](mailto:aslunker@aol.com).

# SAD HEROES

Paul Case

Well people, here we are back up at sunny Blackpool, getting ready to push some more cardboard around a map. Unfortunately, there is one player who will never be here in person again, but will be here in spirit. He is Iain 'Mad Vet' Mckay, who sadly passed away, hence the title. My belated sympathies go to his family.

## THURSDAY

I arrived pretty early (about 0945hrs) in the morning, expecting to be the first person there, but was surprised to see the Hippy sat in his usual place, at a table next to the bar! Something to do with a strike on the railways in Scotland, being as he tried to emulate Steve McQueen in 'The Great Escape' just before IF last year, not realising that a car will do damage to a bike. After getting settled into my room, gaming gear in the games room, we settled into our usual routine, beer and chat. I bought 2 games and 3 magazines that Pete was selling (*Fifth Corps* and *BAOR*, and 3 *Moves* magazines, each with related articles to the Central Front series of games) [As an aside, if anyone has a copy of *Hof Gap* (game 2 in the *Central Front* series), I will gladly buy it off them]. Gradually, other people began to turn up, and there were even some sad sods who got their *ASL* gear out and played this infernal game.

## FRIDAY Game 1

After breakfast, us clowns in the tourney got paired up to play the first game. My opponent was a Scots bloke called Tony Gibson, in 'J103 Lenin's Son's', with me as Mr Lenin's sons. This involved board 42 and approximately a company each side, the SS having 13 squads and Lenin's boys having 8 squad equivalent.

Turn 1, and my deny-him-the-big-house boys are immediately in action. The 447/LMG mob breaking a 468 with Point-Blank fire as it tries to enter the house. My hero, being the superman that he is, throws his DC at the enemy 8-0 stack with a DC, and much to my annoyance, all that happens is that the 8-0 Pins, ain't trying that again! Tony brought on the rest of his boys on, and nothing of importance happen, so I shall not bore you lot with the details. In the DFPh, my 628 next to the hero, fires at the 8-0 stack, and pins two of those invading fascists pigs. My part of the turn, and in the DFPh, Tony manages to malfunction his MMG with a lovely roll of Boxcars.

Turn 2, and the SS prove they can repair things, by fixing their MMG. Talk about not knowing where your units are, instead of moving the half squad and DC, Tony goes and moves two squads instead, which I promptly break. Moral, look under your concealment counters before moving or firing them. The SS continue with their advance through the north woods area.

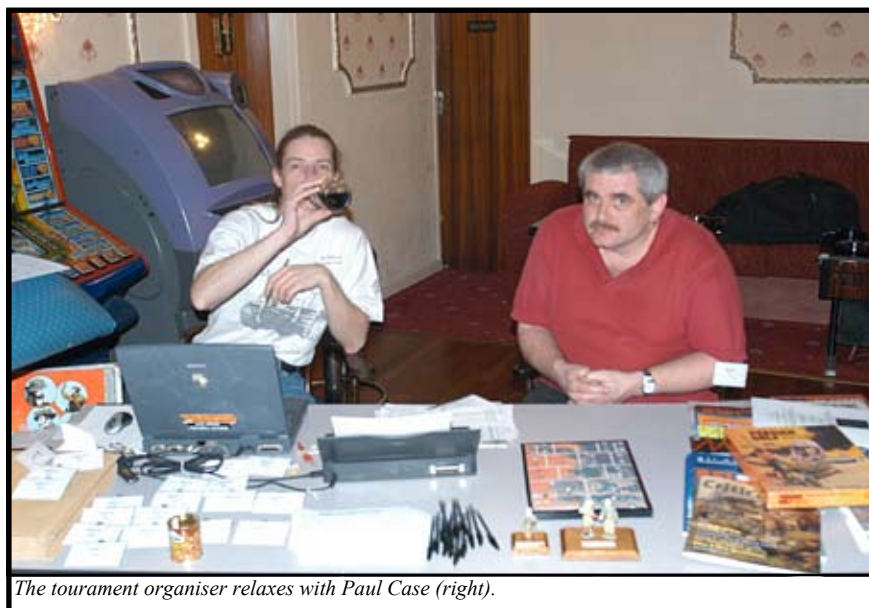
Tony again manages to break his MMG on another boxcars, but as compensation, he does get a hero.

Turn 3, and his advance through the woods continues, with me losing my other DC and it's carrier, a 328 Assault Engineer half squad, in the act of surrendering, prompting No Quarter by the Germans, though I shall still allow him to surrender, kind person that I am. My notes say 'kills CX guy in CC', but fails to say Russian or German, not the best note I have ever taken! My part of the turn, and for some reason, Mr Commissar decides to go on a run around, the result being that a non-DMed broken half squad is now DMed. One of my 447s moves, and is turned into a broken Conscript half squad by a 16-0 shot.

Turn 4, and the SS continue their attack on my right flank. The SS 468 rolls HOB on a morale check, and goes Fanatic. In the CCPh, I lose the 8-0 and a 458 to snakes. Found out that if the attacker rolls snakes in CC, the defender, if none are left, cannot shoot back. Bloody shame, that! My part of the turn sees more action of note. Starting with a usual occurrence for me, I lose the Conscript half squad to another boxcars, while Tony seems to have the luck when he rolls a snakes to Battle-Harden AND get a another hero. Swine! My HMG combo pins his Fanatic at PB range, i.e. next-door. My Commissar is still with his fitness regime, by continuing his little run. Not sure where he is going, though! Those Fanatic Nazis go and break my 8-1/458 gang, with the added crap of ELRing and reducing the squad to a 237 half squad.

Turn 5, and things are not looking good for the sons of our glorious founder, Comrade Lenin. During the RPh, I manage to roll two snake-eyes, the 8-1 BH to a 9-1, and the 237 going Berserk. In the German PFPh, Tony rolls a snakes, and the 9-1 goes back to being broke, and my first-of-the-tournament Berserk guy dies. With that, I do a quick count, and come to the conclusion that Lenin's descendants are not going to win this contest. What with having only two MMCs left, it is not enough, so I decide to concede. That means I am 0-1 for the tournament.

The game next to us was between Nigel Blair and Michael Davies, playing 'Borodino Train Station'. Nigel lost his chance of the last prize on account that he beat Michael. Two things of note from that



The tournament organiser relaxes with Paul Case (right).



game was:- 1, the 8-0 was not changed for a 9-0 Commissar, and 2, Human Wave was not used. Would these of made a difference if Michael had remembered to do them? I do not know, but it just goes to show that it can still be a close game with forgetting to use all the rules that you can, it went down to the last turn. Mind you, Nigel's PSW221 could not hit anything beyond the end of their noses, either.

## Game 2

I sit opposite Michael Davies, in 'SP97 Twilight Of The Reich', with me being the Russians again, but this time, on the attack. I shall see if my luck changes. Again, each side has a company of grunts, the German has seven and Russian has nine. Also, the Germans have a JgPz V (this vehicle in future, known as Mr Bix) on board, and another two coming on on turn 2. The Russians have 4x T34/85 and 2x ISU-152, plus an A/L in one of the ISU-152s.

Turn 1, and my luck with those stupid dice continue, rolling boxcars to bog a T34 and an ISU in the sand, luckily, where I can fire their guns from. My other ISU enters, and does the most unusual thing for me, he rolls a snakes on the ITT for an improbable hit. Next roll is a 1, giving me a CH against his leader/HMG guys in a foxhole. The result was a 36-5 (-3 Heavy Payload, -2 reversed TEM). Forgot to write down the Die-Roll (in shock, old chap!), but the end result was a broken leader and a 2KIA for the squad, it dies. Oh yes, and the HMG went to that scrap-yard in the sky. Mr Bix was a bit peeved off at that, so he fired at my bogged ISU, and just missing a dud, rolled an 11 on the TK DR, killed it. But, the crew survive, along with Mr 8-1A/L.

Turn 2, and I drive a T34 rather foolishly past Mr Bix, who promptly shoots at it. Well, Mr Bix rolls a boxcars, malfunctioning his MA. Written in my notebook, check rules on SP Motion to shoot at drive-by TK. Have to do that, one day. One of my guys goes and breaks, forcing me to shoot at his 8-1/467/LMG combo, the result being a broken 8-1 and a pinned 467, therefore, my guys can now rout in safety. Nothing like coordination to save the day! In the German RPh, Mike tries to repair Mr Bix's MA, but rolls a 6, disabling it. No need to damage Mr Bix any more, he will be leaving on his own accord. One down, two to go. PFPh, and a blasted half squad goes and finds a PF, using it to kill my other ISU at 3-hex range, burning it. I thought that those things were not any good at that range, just goes to show, dammit! Well, we say good

bye to Mr Bix, as he leaves the board. Forgot to check the TK numbers on the T34/85, now I know that it normally will not kill a JgPz V from the front, More on this later.

Turn 3, and in my PFPh, a 447 disrupts a Conscript half squad that was hoping to have a go at my motion T34 next to him. I move a T34, and a German 447/LMG tries for a PF, he rolls a 6 and pins. A leader in a building does get a PF to use on that T34, but decides to eat the back blast, and so he breaks. That will teach him! Another T34 starts up, and is hit by a round fired by one of the reinforcing JgPz Vs, which just happens to be a dud. Thank you, God! Mike rolls another boxcars to kill his 8-1, as he felt lonely and was missing that squad that was blasted to kingdom-come by the ISU on turn 1. Mike then kills my sneaking-up T34 at 2-hex range with an IF shot, but as it burns, the crew dies warm. The other JgPz v tries an IF shot on another T34, but that malfunctions his MA. One of my 527s goes and does a double break down to a DMed 227, nothing new there then! My T34 shoots at the JgPz v with the malf MA, just because he shot at him, and gets APCR, hitting the side armour, killing it.

Turn 4, and my remaining two T34s get into place ready for the final turn end run to the victory area by the remaining JgPz V. One for an ass- shot, and the other for a last-MP-before-victory-area shot. I also place a squad w/prisoners in the way, as well. German RPh, and Mike rolls another boxcars on a Self-Rally, to reduce a squad to a half squad. Mike then moves the JgPz V around to my T34 ass-shot special, facing me at 1-hex range. I roll for APCR, get it and a hit. With +3 to the

TK number of 19 making 22, I now can penetrate it frontally, 22-18=4. I roll the bones, a 4, that means an immobilization, and as he cannot move, I win. That makes this writer 1-1 in the tournament.

## SATURDAY

### Game 3

This time, I am playing Nigel Blair at 'CH 6 Armored Probe', with me being the Sons Of Nippon, i.e. the Japanese. Rules to note:- 1, Dense Jungle:- inherent, 2x squad stacking limit, no mortar fire, 2MF. 2, Kunai:- 2MF, 2MP. 3, Palm trees:- 1MF, 1MP. 4, Bamboo:- STAY CLEAR!!!! Board 37 and 3 overlays (O3, O4 and O5), with Dense Jungle in effect, but all roads are roads (SSR2). Again, each side has about a Company worth on Infantry, Yanks having 10half squads and a crew, while the Japs have 12 squads and 2 crews, and also, 5x Type 95 HA-GO Light Tanks.

Turn 1, and I move onto the board, naturally! Moving generally on my left flank, but sending a half squad and a dm mortar-carrying squad up the right flank, just to make it harder for those Amis to concentrate all their attention on my main force. The Yankee 9-2/.50 cal shoots at one of my tanks, and with all those bullets, he misses. My 8+1 group is fired on in the PFPh, and the shot misses. A Yank 347 takes a PAATC, and pins. Another 347 passes his, but does no harm to my tank. At the end of the turn, I remember that the stacking limit in Dense Jungle is two squads, so that has to be corrected ASP.

Turn 2, and we have Gusts, no smoke, my friends. That .50 cal takes another shot at one of my tanks, and I



*A pre-tournament friendly game between Derek Tocher (left) and Dominic McGrath.*

have come to the conclusion that it needs recalibration, it missed again. The Bazooka next to the .50 cal also fires at that tank, and misses. In the DFPh, the .50 cal finally does it's job, and kills one of my tanks, and no crew survival. My other tank fires it's BMG in the AFPh, and breaks. No gusts now, and I manage to Disable the tanks BMG. Ami Prep Fire, and those .50 cal boys turn useless again, as they fire at my other tank, and miss. The tank fires it's gun, and as per usual, it malfunctions. The Bazooka gets a hit on the tank, and kills it. No tanks left at the moment, but one will arrive soon.

Turn 3, and my reinforcements arrive, yippee! Ami sniper goes and breaks a half squad, and then the Yanks go and roll their first boxcars when a 667 fires on my adjacent CX squad. I go and lose a 447 to a 4-2 Residual shot, DR 3 = 1KIA. In the AFPh I go and break the Ami crew, but lose a CX 447 in HtH to a 667. Now the winds pick up again, and we have Gusts. PFPPh, and I lose a half squad to an adjacent 347. That flipping sniper is on the loose again, wounding my 8+1, which dies due to the Wound Severity die roll, which then pins my squad with him. The Yank MMG malfunctions on a 8-2 shot, and a 667/Baz fires at 347/dm MTR, 1MC and I roll another boxcars, now a broke 137/dm MTR. DFPh, and a 447 fires a 8+2 shot at a squad and half squad, and they both break. My 9-1 leads 3x 447s in a 12-0 shot at the Bazooka guys, and now those guys carrying that Bazooka are broke.



Trev Edwards relaxes between games.

Turn 4, and an Ami 347 rallies to a berserk 347, HOB old chap! I lose a 447 to a Fire-Lane shot, KIA. I actually manage to roll my first snakes of the game, but it was a 1+2 shot, and so it cowers, no 1/2 IFT column! And so, my advance continues. The Ami MMG repairs. One of my MMG crews is reduced, and that blasted shot causes a sniper shot on my 8-0, wounding him. My guys now do some good shooting, by breaking the 8-0 and the Yanks manning both the .50 cal and the MMG.

Turn 5, and a 347 half squad picks up the .50 cal left behind by those routing guys, in my PFPPh, I break them. That MG

is a bad omen to who ever has it, Nigel and me agree. Two of my 447s move forward, and they are pinned, and my sniper is still asleep. My MMGs are still doing nothing to further my cause, but a Red 347 does, as he shoots and breaks a 667.

Turn 6, and my 237 Self Rallies, at last, but goes and dies to a 1MC from a 20-0 shot. He rolls a boxcars, nothing unusual there, then! I now do my first, and only, Banzai of the game. I decide to charge the 347/Baz guys, but my 9-1 dies. That leaves my 347, who is reduced to a 127 half squad, but he reaches the Bazooka guys, and survives the FPF shot. I advance a squad and a half squad into the hex with

## TOURNAMENT RESULTS

Here are the individual win/loss records for the tournament

POS.	PLAYER	P	W	L	RND	CRUS
1	Derek Tocher	4	4	0	0	3136.3
2	Tim Bunce	5	4	1	4	3116.3
3	Phil Draper	5	4	1	3	2863.8
4	Martin Vicca	5	4	1	2	2877.5
5	Trevor Edwards	5	3	2	4	3075.0
6	Dominic McGrath	5	3	2	3	2650.0
7	Steven Cook	5	3	2	2	2708.3
8	Tony Gibson	5	3	2	2	2588.3
9	Paul Case	5	3	2	1	2711.7
10	Paul Legg	5	3	2	1	2666.7
11	Nigel Blair	5	2	3	2	2857.5
12	Sam Prior	5	2	3	2	2730.0
13	Brian Hooper	5	2	3	1	3080.0
14	Ian Pollard	5	2	3	1	3040.0
15	Michael Davies	5	2	3	1	2920.0
16	Ian Daglish	5	2	3	1	2835.0
17	Chris Walton	5	2	3	1	2757.5
18	Craig Benn	5	1	4	1	3025.0
19	David Ramsey	5	1	4	1	3000.0
20	Neil Brunger	5	1	4	1	2605.0
21	David Schofield	4	3	1	3	3050.0
22	Ray Porter	5	0	5	1	No Wins

RND is the round in which the player first lost – if players have the same W-L result, the one losing in the later round places higher.

The Crus column is the average Crusader Ladder rating of the opponents beaten.

Derek Tocher was unbeaten after round 4 and was crowned Champion, hence his first place position even though he only played 4 games.

## PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L
Craig Benn	7	3	4
Nigel Blair	8	3	5
Neil Brunger	6	2	4
Tim Bunce	5	4	1
Shaun Carter	1	1	0
Paul Case	5	3	2
Steven Cook	5	3	2
Ian Daglish	5	2	3
Michael Davies	5	2	3
Phil Draper	5	4	1
Trevor Edwards	5	3	2
Tony Gibson	5	3	2
Malcolm Hatfield	1	1	0
Brian Hooper	6	2	4
Ben Jones	2	1	1
Paul Kettlewell	1	0	1
Paul Legg	5	3	2
Dominic McGrath	6	3	3
Ian Percy	2	2	0
Pete Phillipps	3	0	3
Ian Pollard	5	2	3
Ray Porter	5	0	5
Sam Prior	5	2	3
David Ramsey	5	1	4
David Schofield	4	3	1
Ulric Schwela	1	0	1
Derek Tocher	5	5	0
Martin Vicca	5	4	1
Chris Walton	5	2	3

## THE SCENARIOS

Here is the table of Scenario Win/Loss records:

SCENARIO	ALLIED	
AXIS		
122 Extracurricular Activity	2	1
A111 Cattern's Position	1	2
CH6 Armored Probe	5	0
CI107 The Finest	0	1
J103 Lenin's Sons	3	2
J104 Flanking Flamethrowers	3	1
J105 Borodino Train Station	3	1
OA7 Celles Melee	1	0
PBP25 First and Inches	0	4
RPT1 Ferenc Jozef Barracks	1	4
RPT3 Varosmajor Gange	2	0
SP123 The Badger's Breath	5	1
SP125 Nunshigum	2	3
SP131 Pocket Panzers	1	1
SP138 Lacking Co-Ordination	5	1
SP97 Twilight Of The Reich	2	3
SP99 The Feinseisen Factor	1	1
WCW4 Cat Becomes Mouse	1	0
<b>TOTALS</b>	<b>64</b>	<b>38</b>



the .50 cal. In the CCPh, both my Banzai guy and the Yank 347 die. RPh, and my half squad finds, and picks up, the .50 cal. But in the DFPh, they are both killed. See what I mean, about that MG being cursed! As my last two tanks head towards the exit area, they are pursued by a Bazooka guy, who is shot at by my MMGs, and they both miss. All is not lost though, the tanks Rear MG does what those MMGs can not do, it breaks that Bazooka guy. Another Yankee decides to chase the tanks, but this time those MMGs actually do something, they break him! At this point, I calculate up what I have left, and what I can possibly do, and come to the conclusion that I can not win. So I decide to give in. That makes me 1-2 in the tournament.

#### Game 4

I now play Chris Walton at 'SP131 Pocket Panzers', with me attacking as the Fatherland's Greatest. This one is a bit more meatier than the others I have played so far. Boards 22 and 44 are in play, as well as overlay St1. The stream is transformed in to a canal, and one bridge is not there, the other is a pontoon bridge. My boys are from Panzer Brigade 107, with 18 squads and 6 Pz V (Panthers). The enemy have 14 squads, an AT gun, 5 Cromwells and a Challenger. They also have a Radio to call up Artillery support (105mm) firing HE only, and no Harassing Fire, either. Chris wanted to be the Allies, as he already had a set-up worked out for them, and me being the kind soul that I am (stop laughing!), I let him.

Turn 1, and my advance starts with two of my Pz Vs going passed his southern defenders. Another Pz V stops and shoots at a 747 in the house, malfunctioning his MA. The mortar in the trees fires at my 548/DC that stupidly moved into it's Bore-Sighted hex, and breaks. DFPh, and Chris's radio must have been supplied by the British 1<sup>st</sup> Airborne Division, as it fails to work on a boxcars, and in the following RPh, he fails to find the crystals needed to make it work. My 9-2/HMG guys go and break a 747, which is then reduced to a half squad by my 7-0/467/MMG combo.

Turn 2, and I manage to Rally a 468 which has a LMG, and repair the Pz V's MA. The radio still continues to play up, so no enemy Artillery this turn. I proceed with the advance, and find his AT gun, but lose a Pz V in the process, crew's OK though. Another of my tanks parks behind the gun, and takes a MG shot at it, breaking it's crew. My first snakes occurs in the AFPh, on a 2-0 shot which breaks a 747. In the CCPh, my 247 dies in CC with



*Dave Schofield entertains with his bore, sorry, war! stories! Paul Kettlewell (right) is impressed :-)*

those mortar guys in the wood. Chris's radio is still not working. I break those mortar boys in the wood. His 9-1/667 die as I refuse to accept their surrender, thereby declaring No Quarter. I do not need the hassle of prisoners in this game!

Turn 3, and, to quote Cilla 'Surprise, Surprise', the radio comes into life. Luck must be with Chris, as he Rallies a 667, and it goes Fanatic and gives him a Hero. It must of gone to his head, as in the DFPh, he forgets to roll for Radio Contact! I fire a captured MMG, and it breaks (how unusual!), and a 747 dies for failure to rout. After coming to his senses, Chris remembers to roll for Radio Contact, and gets it. Out comes a card from the Draw Pile, and it is Red, the Gunners are on Coffee-Break! In the Mph, Chris's guys do a fair bit of Dashing, with a 667 getting a k/1, so the resulting 347 takes his 1MC, and passes. I manage to break a Pz V's MA on an IF shot, and the next Pz V shoots at an Cromwell, and burns it.

Turn 4, and one of Chris's squads needs to have their eyes tested, as they can not find the AT gun in open ground. I fire one of my Pz Vs, and it's first shot misses, so I IF and get it, and boy does it burn! One of my 548s do a 4+2 shot, roll a snakes and breaks a 347 carrying a Bazooka. Both a vehicle crew and a 468 try for PFs, and they both pin, talk about copying each other! In CC, I manage to kill one of those flipping Heroes that keep popping up to haunt me. Chris, in part of the turn, does an Overrun on my vehicle crew, which broke it. I thought that if another tank wished to move through that hex, it would have to do an Overrun, but I was wrong. I can not be right all the time, but I might get something right

one day! A Cromwell decides to head for the bridge, so my Pz V that is parked by the bridge teaches him a lesson, and promptly burns him. Chris now moves his Challenger, taking it around the building complex, through the hex with the broken crew and stopping it in sight of my bridge guard. Being the seasoned warrior that I am, I fire the Panther's gun, and it hits it. Next throw, and the Challenger is toast. Nice shooting, Boys! At this point, being as it is 0100hrs, Chris decides to surrender, and I graciously accept. That means that with that win, I am 2-2 in the tournament. Just goes to show, if you stick at it, you might win.

## SUNDAY

### Game 5

The last game sees me up against Brian Hooper in 'RPT1 Ferenc Jozef Barracks', with me playing the Hungarians. Something of note with this scenario, the Hungarians have no tanks but are from a Tank Division, and the Romanians have no horses but are from a Cavalry Division. Just an observation, old chap! Both sides have about a company of grunts each, with the Hungarians having 9 squads and the Romanians having 12 squads. Worst for me, is that the Romanians also have a Flame-Thrower, oh shit! Board 51 is in play for this one, and no overlays. I decide on a fall-back defence, with my HMG on the right and my LMG in the left backfield, and two squads near the Victory building.

Turn 1, and my first two shots at the enemy, are both 6-2 and the roll is 5. How's that for a coincidence! My sniper is in his usual position, asleep! Leader and



Martin Baker (left) and Malcolm Hatfield manage to enjoy themselves.



The main prize.

squad take a 1(Residual) -2, and break. First snakes goes to me, on a 1-0 shot, and the attacker breaks in the street. One of my squads breaks, and that infernal sniper of mine is still asleep! Brian's 9-2 stack pins my guy in BB8, a Romanian half squad dies due to Interdiction, and in the first CC (HtH), I roll a boxcars, Brian decides not to withdraw. My part of the turn, and on a Self-Rally, I roll snakes, so my squad rallies and I get a 7-0 leader. My 8-1/347/HMG take a shot at Mr 9-2 stack, and promptly go and break the HMG. Mr 9-2 stack shoots at my 8-1 group, and pins the 8-1 while reducing the 347 to a broken 126 half squad. My retreat starts. HtH proves its lethality, by killing both participants. I think Brian loses his FT when he shoots it this turn, so much going on!

Turn 2, and Brian does wonders with the dice for when he tries to rally a broken 347, all he does is reduce it to a broken 137. My 9-1/347/LMG shoots and kills a half squad, and, lo-and-behold, my sniper has finally woken up, and goes and wounds Mr 9-2. A stack of 3 347 Romanian guys move next to one of my boys, who fail to do them any harm, but in the DFPh, they get a result, pinning one 347, breaking another, and breaking/ELRring the other one, thereby saving themselves from being jumped in the APH. I manage to rally my HMG guys, and Brian rallies most of his troops. My retreat carries on towards the Victory building. Seems like my plan is actually working, for once!

Turn 3, and Brian's Self-Rally kills one of his 347s, when he rolls a boxcars, and I do a wonderful thing by disabling my HMG, saves carrying it, I suppose! My retreat leaves Brian with no viable shots,

as I head for my final stand at the Alamo. Brian does a 12+4 (bldg + CX) shot, and rolls snakes, cowering (as well he should!) to an 8+4. Result is a 1MC, which my boys pass. The CCPh sees two fights, the first one being between the 447 and my 347, result is a melee. The other is a bit more interesting, as Brian goes in with a CX 347 against my concealed 347, and Brian's guy pays the ultimate penalty, and dies. Nothing happens of note, until the CCPh, when I die in HtH, and due to the fact that he rolled a snakes, he gets a 7-0 leader for his now half squad.

Turn 4, and his advance continues, with one of my dummy stacks being found out. HtH takes place in the street, with Brian rolling snakes, killing me and giving him a 8-0 leader. He was the attacker, so I did not get to fight back. I carry on retreating to the building, and now have both staircases covered, with a MMC in hex T2 at ground level, first level and second level. This makes it virtually impossible for Brian to win.

Turn 5, and Brian Preps at the only guy he can see, a concealed 347, and pins him. His 8-1 with 2 347s move into the building, and my 9-1/347/LMG lads shoot at them. The only thing that happens is that my sniper, the nearly useless thing, DMS his way-back broken guy. Last CCPh of the game, and there are three of them to fight. The first two I lose, but in the third one, Brian rolls a boxcars, and I withdraw to another hex in the building. With that, I win a close and very enjoyable game, taking me to the dizzy heights of a record of 3-2 for the tournament. Not bad for the Gun-Pit.

## END OF TOURNAMENT

Just before the prizes were given out, Ian Daghish gave a little speech about 'Mad Vet', and presented Trevor Edwards with £125 to give to the family, money that was collected from those attending this years event.

First prize goes to Derek Tocher.

Second prize goes to Tim Bunce.

While the prizes were being given out, Pete announced that the last prize was £25, and being as last place had not been decided yet, I said "you shouldn't of told them that, they'll both be surrendering now!". After a hard fought contest the last prize finally went to Ray Porter.

After nearly everyone had left, Nigel Blair and me went to the pub, but being as the staff could not put the rugby on one of the small TV sets, Nigel went to the pub next door to watch it. I stayed to watch the football. A bit later, Ian Pollard and the hippy turned up, and later Nigel came back in, so we stayed and watched Plymouth Argyll go out of the FA Cup. Then Ian left to travel home, so us three went to the usual place for a steak and chips meal.

The following morning sees me head off home, after enjoying another *ASL* weekend. Next year's has already been booked, same place, same time. Be there!

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## In Memory Of Iain McKay

Ian Daghish

In 2006 we lost a good friend.

On 4<sup>th</sup> September, Trevor Edwards, Shaun Carter, and I represented the *ASL* community at the funeral of Iain McKay. Iain's village church, in Wyburnbury, Cheshire was packed to overflowing with family, friends, neighbours, and members of all the groups in which he was active. In spite of his deep love of *ASL*, Iain also made time for involvement with Church, Parish Council, plus various music and choral groups.

Those present at the 2007 Heroes meeting in Blackpool heard me reminisce about my first meeting with Iain. From his very first introductory telephone call, I realised that this *ASL* player was an extremely extrovert Australian. When he met me off my train at Crewe station, the state of his car (muddy!), its contents (heavily laden!), and aroma (farmyard!) betrayed his profession. What was an Aussie vet doing in Cheshire? *'God's own country for cows, Mate!'*

Those who played *ASL* with Iain will not forget the experience. Probably most memorable were the *ASL* events he organized 'after hours' at tournaments, usually multi-player affairs with rules made up on the hoof and requiring various quantities of alcohol to be consumed. Not that Iain didn't take *ASL* seriously. As a play-tester, he was all you could wish for: analytical and methodical. Iain single-

handedly organized MAD VET CON in his home village for a number of grateful *ASL* players, and none so grateful as this *ASL*er, since I am never again likely to see two simultaneous six-man games of the full *Scotland the Brave* CG. Thanks, Iain.

But 'serious' is not the way to remember Iain. Not for nothing did our friend acquire the title 'Mad Vet'. His presence was guaranteed to enliven any *ASL* meeting (and, for that matter, as we learned at the funeral, any other sort of meeting). Even when he broke the news of his serious problem of clinical depression, Iain put a brave face on things. *'The Mad Vet really is mad!'* As a practicing veterinarian, Iain fully understood and openly described his ailment, and we hoped and expected that so vibrant a personality would make a recovery. Sadly, this was not to be.

Those who knew him will treasure their memories of Iain. For my part, there is one particularly important counter in my *ASL* collection: whenever its Heat of Battle roll generates Battle Hardening and Hero Creation, or goes Berserk, I shall think of my Aussie mate.

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From top to bottom, HEROES 07 Champion derek Tocher (right), runner-up Tim Bunce, and last placed Ray Porter receive their prizes.



Mad Vet fights as the Japanese in 'Smertniki' at INTENSIVE FIRE 96.

# The Crusaders Open ASL Tournament Ladder

Derek Tocher

HEROES 2007 was the 24<sup>th</sup> British ASL tournament and there are now over 2400 results recorded on the ladder. Remarkably there are two players who have attended every event so far; Dominic McGrath and Pete Philipps. There are many others however who have attended a large number of events and the ladder logs show that no fewer than 25 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, 131, and there are eight players with over 100 games recorded, and another twenty three who have played 50+. 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 eight years and the distribution of results is essentially Gaussian about 3000.

Derek Tocher won the tournament as the last undefeated player which added 260 points to his ladder total to give him 3675 pts and 4th place overall on the full ladder. Several of the more lowly rated players put in some very convincing performances during the weekend. Particular notable was the performance of Chris Walton who won two of his games and netted 115 pts to move him in the bottom of the ladder and Ian Pollard (+195 pts) moving up to 2710 pts. There were quite a number of significant losers over the weekend. Perhaps most notable was Dominic McGrath (-240 pts) dropping from 10th to 23rd. Newbie Ray Porter lost all five of his games and dropped 400 pts while Michael Davies lost 260 pts dropping him from 58th to 164th and Craig Benn dropped 220 points losing him eighty places.

Below is the ladder as of 21 March 2007.

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Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points	
1	Toby Pilling	75	68--2-5	4085	79=	Jas Bal	5	3--0-2	3090	159	Josh Kalman	10	5--0-5	2900	
2	Steve Thomas	42	32--1-9	3755	79=	Kevin Beard	13	9--1-3	3090	160	Martin Kristensen	6	2--0-4	2895	
3	Simon Strevens	87	60--1-25	3720	79=	Steve Cook	13	9--0-4	3090	161=	Jakob Norgaard	6	1--1-4	2885	
4	Derek Tocher	113	83--2-27	3675	79=	Gary Lock	2	2--0-0	3090	161=	Bernard Savage	21	9--1-11	2885	
5	Mike Rudd	38	32--1-5	3660	79=	Iain Mackay	43	22--0-21	3090	163	Sam Belcher	8	3--0-5	2880	
6	Fermin Retamero	13	11--0-2	3650	79=	Peter Michels	3	2--0-1	3090	164	Michael Davies	57	30--1--26	2875	
7	Michael Hastrup-Leth	45	31--1-13	3615	85=	Paulo Alessi	6	4-0-2	3085	165=	Brenan Clark	8	2--0-6	2870	
8	Aaron Cleavin	6	6--0-0	3565	85=	Patrick Dale	35	15--1-19	3085	165=	John Johnson	1	0--0-1	2870	
9=	Peter Bennett	14	12--1-1	3560	87	Dirk Beijaard	5	3--0-2	3080	165=	David Kalman	5	2--0-3	2870	
9=	Bjarne Marell	36	26--0-10	3560	88=	Billy Carlaw	11	4--0-7	3075	168	Russell Gough	81	45--4--38	2865	
11	Steve Linton	17	14--0-3	3545	88=	Robin Langston	9	4--2-3	3075	169=	Craig Benn	11	6--0-5	2860	
12	Carl Sizmur	16	11--0-5	3515	88=	Chris Milne	5	3--0-2	3075	169=	Peter Ladwein	21	9--0-12	2860	
13	Tim Bunce	38	24--0-14	3485	91=	Jean-Luc Baas	3	2--0-1	3070	169=	Lutz Pletschker	4	1--0-3	2860	
14	Jes Touvdal	24	16--0-8	3475	91=	Serge Bettencourt	3	2--0-1	3070	169=	Neil Piggot	4	1--0-3	2860	
15	Dave Schofield	131	93--0-38	3455	91=	Robert Schaaf	3	2--0-1	3070	169=	Sam Prior	23	9--0-14	2860	
16	Trevor Edwards	84	44--1-39	3450	94=	Alexander Rousse-Lacordaire	4	2--1-1	3065	169=	Neil Stevens	60	24--2--34	2860	
17	Lars Klysnar	11	8--0-3	3400	94=	Bob Runnicles	3	2--0-1	3065	175	Nick Angelopoulos	5	1--0-4	2850	
18	Phil Draper	48	30--1-17	3385	96=	Scott Byrne	12	7--0-5	3060	176	Bill Eaton	21	8--3-10	2840	
19	David Tye	39	18--0-21	3380	96=	Raurigh Dale	38	17--0-21	3060	177	Dave Otway	5	1--0-4	2835	
20=	Ran Shiloah	11	7--0-4	3370	96=	Patrik Manlig	16	9--0-7	3060	178	Graham Smith	34	13--0-21	2830	
20=	Peter Struijff	10	8--0-2	3370	99=	Stefan Jacobi	11	5--0-6	3050	179	Mike Daniel	5	2--0-3	2825	
22	Bernt Ribom	5	5--0-0	3350	99=	Bo Siemsen	4	2--0-2	3050	180=	Mark Chapman	6	2--0-4	2820	
23	Dominic McGrath	126	73--2-51	3310	101=	Scott Greenman	8	3--1-4	3045	180=	Andy McMaster	22	8--0-14	2820	
24	Joe Arthur	21	13--0-8	3305	101=	Stewart Thain	17	8--0-9	3045	182	Michael Robertson	4	1--0-3	2810	
25	Frank Tinschert	15	10--0-5	3295	103	Steve Pleva	6	3--0-3	3035	183=	Clive Haden	5	2--0-3	2800	
26	Phillippe Leonard	9	7--1-1	3285	104	Mark Warren	20	11--0-9	3030	183=	William Roberts	11	3--1-7	2800	
27=	Will Fleming	3	3--0-0	3280	105=	Ian Daglish	112	52--1-59	3025	185=	Alistair Fairbairn	3	0--0-3	2790	
27=	Ralf Krusat	6	5--0-1	3280	105=	Daniele Dal Bello	4	1-0-3	3025	185=	Nick Sionskyj	8	3--0-5	2790	
27=	Alan Smea	4	4--0-0	3280	105=	Peter Hofland	4	2--0-2	3025	187	Chris Littlejohn	14	3--2-9	2780	
30	Dave Booth	7	5--0-2	3270	108	Wayne Baumber	49	23--0-28	3020	188	Graham Worsfold	3	0--0-3	2775	
31	Simon Croome	41	23--0-18	3250	109	Vincent Kamer	4	2--0-2	3015	189=	Lee Bray	14	3--0-11	2770	
32=	Daniel Kalman	11	8--0-3	3245	110=	Colin Graham	5	3--0-2	3010	189=	Ray Jennings	6	1--0-5	2770	
32=	Martin Vicca	22	15--0-7	3245	110=	Andrew Saunders	33	15--1-17	3010	189=	Richard Kirby	7	2--0-5	2770	
34	Aaron Sibley	50	30--0-20	3240	112=	Nick Brown	3	1--1-1	3000	192	Bill Hensby	31	10--0-21	2765	
35=	Daniel Batey	4	4--0-0	3235	112=	Thomas Buettner	3	2--0-1	3000	193=	Kevin Croskery	12	4--0-8	2760	
35=	Paul Saunders	19	10--0-9	3235	112=	Steve Grainger	8	4--0-4	3000	193=	Andrew Hershey	10	4--0-6	2760	
37	Ray Woloszyn	31	18--1-12	3225	112=	Martin Hubley	1	3--0-1	3000	193=	Flemming Scott-Christensen	6	1--0-5	2760	
38	Christain Koppmeyer	15	8--0-7	3220	112=	Ian Kenney	4	2--0-2	3000	196=	Nigel Blair	78	27--1-50	2755	
39=	Ian Percy	12	8--1-3	3215	112=	Phil Nobo	11	6--0-5	3000	196=	Oliver Gray	9	3--0-6	2755	
39=	Tom Slizewski	5	4--0-1	3215	112=	Duncan Spenser	4	2--0-2	3000	196=	Jonathan Townsend	4	1--0-3	2755	
41=	Klaus Malmstrom	4	3--1-0	3210	119=	Gilles Haker	5	2--0-3	2995	199	Peter Neale	3	0--0-3	2750	
41=	Nils-Gunner Nilsson	5	4--0-1	3210	119=	Tim Macaire	49	23--0-26	2995	200	Burnham Fox	23	10--0-13	2740	
41=	Yves Tielemans	3	3--0-0	3210	121=	Michael Essex	25	13--0-12	2990	201=	Rupert Featherby	3	0--0-3	2735	
44	Francois Boudrenghien	3	3--0-0	3205	121=	Malcolm Hatfield	48	20--0-28	2990	201=	Nick Quinn	14	5--0-9	2735	
45	Jean Devaux	3	3--0-0	3190	123=	Eric Baker	2	1--0-1	2985	203=	Paul Case	112	30--3--79	2730	
46=	Derek Cox	14	7--0-7	3185	123=	Ivor Gardiner	7	7--0-5	2985	203=	Gareth Evans	4	0--0-4	2730	
46=	Armin Deppe	13	7--1-5	3185	125=	David Farr	4	2--0-2	2980	203=	Nick Ranson	13	3--1-9	2730	
48	Bill Durrant	5	4--0-1	3180	125=	Tony Gibson	20	10--0-10	2980	206=	Neil Brunger	37	13--0-24	2725	
49=	Steve Crowley	47	21--1-25	3175	125=	Malcolm Puzledge	3	1--0-2	2980	206=	Hamish Hughson	4	0--0-4	2725	
49=	Jonathan Pickles	8	5--0-3	3175	128	Sergio Puzziello	5	1--0-4	2975	208=	Steve Cocks	4	0--0-4	2720	
51=	Grant Pettit	7	4--1-2	3170	129	Ulric Schwela	41	17--1-23	2970	208=	Marc Horton	6	1--0-5	2720	
51=	Bruno Tielemans	3	3--0-0	3170	130=	Elliot Cox	2	0--1-1	2960	210	Ian Pollard	97	37--1-59	2710	
53=	Rodney Callen	6	4--0-2	3160	130=	Ben Jones	49	23--0-26	2960	211	Justin Key	49	19--1-28	2700	
53=	Mel Falk	9	5--0-4	3160	132	Michael Maus	7	3--0-4	2955	212	Simon Hoare	4	0--0-4	2690	
55	Jeremy Copley	9	6--0-3	3150	133=	Shaun Carter	64	28--1-35	2945	213	Jeff Howarden	7	2--0-5	2685	
56=	Stephen Burleigh	31	13--2-16	3145	133=	Laurent Forest	3	0--0-3	2945	214	Christain Speis	5	1--0-4	2680	
56=	Nick Edelman	22	14--1-7	3145	133=	Alex Ganna	2	0--1-1	2945	215	James Crosfield	15	6--0-9	2670	
56=	Andrew Whinnet	2	2--0-0	3145	133=	David Murry	5	2--1-2	2945	216	Brian Hooper	129	43--2--84	2660	
59=	Paul Haesler	10	4--2-4	3135	133=	Pedro Ramis	6	3--0-3	2945	217=	Pedro Barradas	7	1--0-6	2655	
59=	Paul O'donald	72	44--1-27	3135	138=	Paulo Ferreira	9	4--0-5	2940	217=	Mark Furnell	8	2--1-5	2655	
59=	Frenk Van Der Mey	4	3--0-1	3135	138=	Wayne Kelly	11	4--1-6	2940	219	Nigel Ashcroft	52	19--1-32	2635	
62=	Keith Bristow	57	34--1-22	3130	138=	Bob Nugent	3	2--0-1	2940	220	Adrian Catchpole	11	2--0-9	2625	
62=	Chris Courtier	13	7--2-4	3130	138=	Jon Williams	14	6--0-8	2940	221	Adrian Maddocks	12	3--0-9	2620	
64	Paul Sanderson	41	21--0-20	3125	142=	Derek Briscoe	1	0--0-1	2935	222	Arthur Garlick	21	2--5-14	2615	
65=	Lee Brimicombe-Wood	12	8--0-4	3120	142=	Martin Bryan	19	8--0-11	2935	223	Bryan Brinkman	9	1--0-8	2610	
65=	William Hanson	19	11--0-7	3120	142=	Martin Mayers	15	5--0-10	2935	224=	Pete Philipps	105	44--0-62	2600	
65=	Philip Jones	5	3--0-2	3120	145=	Paul Legg	100	41--1-58	2930	224=	Ray Porter	5	0--0-5	2600	
65=	Paul Ryde-Weller	10	5--1-4	3120	145=	Andrea Marchino	1	0--0-1	2930	226	Roger Cook	29	9--2-18	2590	
69=	Georges Tournemire	3	2--1-0	3115	145=	Andy Price	3	1--0-2	2930	227	John Fletcher	6	0--0-6	2585	
69=	Mark Walley	4	3--0-1	3115	148=	Paul Boyle	5	2--0-3	2925	228=	Nick Carter	9	2--0-7	2560	
71=	Luis Calçada	43	21--1-21	3110	148=	John Sharp	8	3--0-5	2925	228=	Chris Netherton	30	10--2-18	2560	
71=	Luc Schonkerren	5	3--0-2	3110	150=	Steve Allen	6	1--1-4	2920	230	Mike Stanbridge	47	13--1-33	2555	
73=	Andrew Dando	44	23--2-19	3105	150=	Tim Collier	17	7--0-10	2920	231	Michael Rhodes	43	10--0-33	2545	
73=	Bob Eburne	53	30--0-23	3105	152=	Iain Ainsworth	1	0--0-1	2915	232=	Robert Seeney	5	0--0-5	2510	
73=	Simon Morris	11	6--0-5	3105	152=	Edo Giaroni	3	1--0-2	2915	232=	Chris Walton	19	5--0-14	2510	
76	Russ Curry	6	4--0-2	3100	154=	Joel Berridge	3	1--0-2	2910	234	Jackie Eves	31	10--0-21	2460	
77=	Nigel Brown	26	11--0-15	3095	154=	Brian Martuzas	5	2--0-3	2910	235	David Ramsey	14	2--0-12	2450	
77=	Mikael Siemsen	6	3--0-3	3095	154=	Andy Smith	4	0--0-4	2910	236=	Chris Ager	23	6--0-17	2415	
					157=	Paul Kettlewell	76	34--0-42	2905	236=	John Kennedy	24	5--0-19	2415	
					157=	Phil Ward	5	2--0-3	2905						



# SEIZING GYULAMAJOR

Paul Case

## INTRODUCTION

This is another article from me, but this time I am doing it about a scenario that already has an analysis. That was written by Wes Neal in *Schwerpunkt Vol. 10*, which I hope you lot have read. A different view point on a scenario is always a good thing, as there are one or two points that Wes failed to mention (these will be dealt with later). The action takes place in Hungary, on 31<sup>st</sup> January 1945, and does not include those SS guys.

## FORMAT

I shall do this in the following way (note that the *Schwerpunkt* wording for this bit is in brackets, legal reasons!):

1/ Victory Conditions (Mission) and Turns.

2/ Terrain and Weather, including relevant SSRs (Coordinating Instructions).

3/ Forces, including set-up.

4/ Other stuff.

I shall be using the 'Nixon Table' for a comparison of the basic firepower in this article, as it gives a pretty good idea of forces in general, I say in general because there are always twists and turns that give the scenario its atmosphere. Rate of Fire is taken into account (ROF 1 = 120%, ROF 2 = 150% and ROF 3 = 200%). Various other things, like Mines, ATMM, PF etc are not. Nor does it take into account the armour battle.

## VICTORY CONDITIONS AND TURNS

Victory is quite simple to work out, even for you lot! The Germans must control all 9 level 2 hexes on Hills 522 and 534 at games end. Being as there are only 7½ turns, as long as the German does not hang about, and has a bit of luck, he should do it, especially as he has the last turn. No Soviet counter-attack!

## TERRAIN

There are 2 boards in use, 3 and 11, with the numbers on the south side and board 3 being the western board. That means that the village is in the mid-west, Indian territory. The 2 hills of importance

are both on board 3, Hill 522 being just north of the village, and Hill 534 just to the south-east of it. Board 11 has two large level 1 hills, both of which have long hedges on them, which will impact on the tank fight.

The weather is cold, but not windy, and, unlike this country, there's snow on the ground (but only enough for a decent snow-ball fight). What is worrying for this old soldier, is that neither Supply Officer has bothered to give the troops any Winter Warfare gear (white cloth or paint!). Penal Battalion postings for those Shits!! So there is no Winter Camouflage to worry about (unless you are those troops that the cardboard pieces represent!).

The conditions that Ground Snow brings to the game are not very big. For the Infantry, there is a +2 DRM for digging holes, a +1 MF per elevation change (up or down), except in a building, of course! Also, no Road Bonus, unless on a Plowed Road.

For vehicles, there is no ½ MP for CE road movement, it is 1 MP minimum. Also, all non-tracked vehicles must expand +1 MP per hex side crossed/bypassed (half-tracks do not have too, as I read the rules (E3,72)).

## THE SOVIETS

Being as they are on the defensive, I shall start with them (seems logical to me).

One thing that Wes did not say in his write-up, was that because the Soviets are from a Guards unit (2<sup>nd</sup> Guards Mechanized Corps), they qualify for the Elite +1 DRM for all their Ammo Depletion numbers.

The Soviets have 48.4% of the basic firepower. This is split as follows:

Infantry (including Mtr and AT Gun) - 109.6 FP (35.6% of your firepower)

OBA - 16 FP (5.2%)

Tanks - 182.4 FP (59.2%)

This gives you a total of 308 FP factors.

Your infantry consists of about a company, with a Mtr and an AT gun in support. The squads are split between 458s and 447s on a 1-2 basis. Your Leaders are OK, but you must take one out of the grunt fight to operate the radio. Support weapon wise, you have 1x HMG, 1x MMG and

3x LMGs, plus a 82mm Mtr and a 57mm AT gun (with their crews) to defend those hill-tops. You also get some non-moveable objects to help your grunts, these being 4x Trenches, 5x Foxholes and 2x Wire.

Your OBA consists of a module of 82mm Bn Mtrs, and the aforementioned Radio and Leader. Being as it is 1945 and Bn Mtr, your Contact and Maintenance Nos. are 8 and 10, there should be no problems in getting and maintaining Contact, the bit to worry about is the Battery Access draw, with it being 5B/2R. What this means is that with 7 cards drawn from the pile, you will lose your OBA. Is that so bad? Yes and no, yes because you lose your Artillery, and no because you gain a leader to help rally any broken guys. You have to think positive, old chap!

Your tank force consists of 2x T34/85s and 4x IS-2ms, the T34s on board 3 helping the grunts, and the IS-2ms on board 11 taking out the Tigers.

## SET UP

### Board 3:

H2 228/82Mtr, fxx (HIP) CA:J2 BS:W5  
J6 T34 CA:L6 BS:DD2  
J7 458/MMG, fxx BS:W7  
K7 9-1/458/HMG, fxx BS:T7  
M5L1 458/LMG  
N2L2 8-0/Radio (HIP)  
N4 Trench (HIP)  
N6 Trench (HIP)  
O3 T34 CA:Q3  
O5 8-0  
P2 447  
P3 Wire (HIP)  
P8 228/57AT (HIP) CA:R8 BS:S7  
Q8 Wire (HIP)  
S3L1 458/LMG  
S8 447  
T2 Trench (HIP)  
T3 447  
T5 Trench  
U6L1 447  
V1 447  
X7 447, fxx  
X4 447/LMG, fxx  
Y8 Sniper

### Board 11:

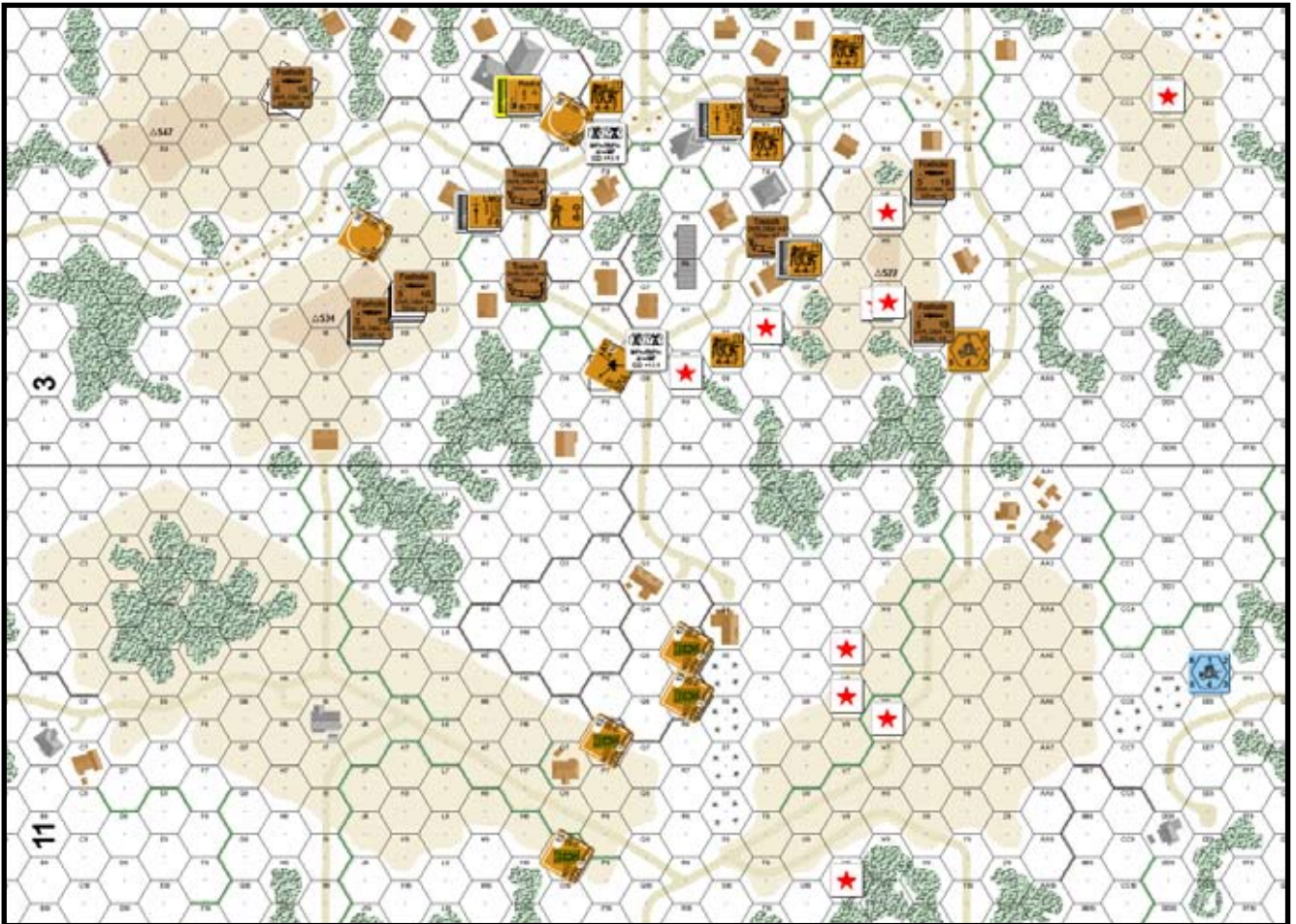
O9 IS-2m CA:Q9 BS:V9  
P6 IS-2m CA:R6 BS:W6  
R4 IS-2m CA:T4 BS:V4  
R5 IS-2m CA:T5 BS:V5

## GAME PLAN

The 8-0/Radio is in the high-rise building so as to direct the OBA at Hill 522 first, shifting fire as and when it needs to be. If he needs to, the bug-out position

## THE TRENCHES





will be the H2 foxhole. This module has HE only, so I will not be smoking any of the German positions, just hitting them with 16FP attacks. Secondary target for it will be Hill 498 (3DD2 etc) if the Hill 522 defence is OK, or no Germans are on it. Later in the game, like near the end, Hill 534 will probably be in for his attention, as I expect the Germans to be attacking it (no harm in planning for the worse, is there). This will probably be Harassing Fire (4FP, but 2 hex radius [17 hexes] and Open Ground!).

The 228/Mtr is in the foxhole in 3H2, with the fairly open view of the first enemy objective, Hill 522, planting a bit of annoyance on them! With a smoke depletion number of 9, putting a +3 smoke counter on a key enemy unit sounds just divine (+4 to shoot out of it!). 16FP on the HE is nothing to sniff at, especially if they are in the open. As with the OBA, the end game will be firing on Hill 534.

The HMG boys have bore sighted 3T7 as I think that a German attack will come down this route. If it does not, then no harm done, as you do not lose bore sighting unless you move the gun. With its covered arc, there should be no need to move it. The MMG guys have BS 3W7so

as to catch any Germans who will cross the top of Hill 522. I hope that Hill 522 does cause the Germans a few casualties, but I very much doubt that I will be able to hold it. I could possibly take it back by counter attack, but very much doubt that as well. The thing is this, I have steeled myself to losing it, but I am not going to give it away, it comes at a price!

The T34 in 3J6 has BS hex 3DD2 because I believe that this hex is a prime hex to place either the SPW250/7 or the SPW250/8. This tank can also hit Hill 522 without changing covered-arc, giving the enemy another bit to worry about. The other T34 in 3O3 is my 'shifter' (i.e. he shifts to where I might need him), but whilst he is there, he will stop any ½ track sweep around that side of the village. I chose not to BS him because he will move to where he is needed, or as a counterattack force! (which is a possibility). A possible move place for him is on top of Hill 547, to help in the defence of Hill 534, or, the Hill 522 defence. The last only if the Germans are behind time, though I doubt that I shall need to do that! As per Russian Vehicle note J, the T34s may have sD, use rule D13 (except that they may only be used once per T34), just

something to think about, as it could save your tank!

The AT gun and crew set up in the woods might seem strange to some of you, but my reasoning here is that he helps cut off this side of town to the Germans. With his ROF of 3, and 6FP, he could do some damage to those marauding German Infantry. Plus, if he can hit 1 or 2 of those ½ tracks, that is less for me to worry about. It is a waste of time setting him up to face those German Tigers frontally, as baring a CH, he will do no damage (I normally will not do Deliberate Immobilization, not much chance of success [+5 DRM!]).

The 447/LMG in the foxhole in 3X4 and the 447 in 3X7 are there to unconceal the Germans as they come on, and hopefully cause some casualties. Both these guys then 'Bug Out', via the woods behind them, when the Germans get too close, to the village. The 447 in 3S8 helps protect the AT gun, and that flank. Also providing an early warning buffer if the enemy try to do a sneaky attack down that piece of woods.

The Wire and Trenches are placed according to Wes's write-up in *Schwerpunkt*, as I see no reason to change that. They are in places where I would

put them for the job that I want them to do. The trenches can not be crossed by half-tracks or wheeled vehicles, and the wire costs 4+COT with a Bog Check for the same vehicles. Fully Tracked vehicles have a Bog Check for trenches, and 2+COT and a Bog Check for wire, sort of closes the village to vehicles really.

The board 3 defenders will operate a 'Fall Back' defence towards Hill 534, delaying, and killing, the Germans. That is the plan, anyway!

Now for the IS-2ms on board 11. This is where I fully expect the Tigers to go, as the village runs the very high risk of them not being in the game, and I can not see the Germans allowing that to happen! I have placed two of the Stalins in the valley and the other two on the hill. They are placed to kill those Tigers when they come into view, hopefully. The two in the valley are behind walls, providing hull-down protection. Of the other two, one is behind a wall on its left side, and the other is behind a hedge, adding +1 DRM to the TH Die-Roll. All the tanks are Buttoned-Up, adding +1 to their TH DR, but I think that it is worth it (I do not like to lose tank commanders to bullets). They will move if required to by the situation, but they will mainly try to kill those Tigers, then join in helping their comrades. Remember, the BMG on the Stalins have a +1 DRM to all fire at a moving/Motion target (as per Russian Vehicle note B).

Urrrrahhhhh!!!!!!

## THE GERMANS

Again, I shall start with the 'Nixon Table', and this gives the Germans 51.6% of the firepower. The split is as follows:

Infantry have 84.3 FP (25.7% of your firepower)

Tanks have 156 FP (47.5%)

Other Vehicles have 88 FP (26.8%)

Even though the SPW250/sMG will be losing its MGs to the grunts, they start in the vehicle and that is why I have counted them in with the Other Vehicles, as does the 248 HS and the 127 crew.

Your Infantry consists of 1½ companies (14x 468), and some scouts (4x 248). The Leaders are quite good, consisting of Mr 9-2, his understudy, an 8-1, and two spares, (8-0s). You also get a MMG and 3x LMGs. After you have unloaded the SPW250/sMG, add to the above the following- 1x 248, 1x 127, 1x

dm HMG, and 1x LMG. Being as this is 1945, do not forget the 33, yes 33 (count it for yourselves!), Panzerfausts that Albert Speer has given you. So, any Stalin or T34 that gets too close to you, blast it to kingdom come, with glee. Any that get really close, use those ATMMs that he gave you.

The tanks that the Army have given you are their top killing machines, the Pz V1B 'King Tiger'. You have 6 of them to play with, and to help you, they have sent Mr 9-2's tankie cousin, Mr 9-2AL (Lt Koppe, according to the 'Situation'). These tanks have better than average crews (Morale of 9), but do have a design fault, every time you start one up, you must roll for Stall (DR of 12 stalls it). This should not happen too much. Famous last words!!!

Your other vehicles are one each of SPW233, SPW250/sMG, SPW250/7, SPW250/8, SPW250/9, and 3x SPW251/1.

All your forces, except Mr Sniper in 3P5, enter on Turn 1, along the north edge of both boards.

## GAME PLAN

The Tigers enter on board 11, and stay behind the hedge on the north hill, taking out any Stalins that they see. One will target building 3M2, hopefully making the Radioman shift his position, if not killing him. After killing any Stalins in sight, they then move forward, again taking out those Stalins that they see, eventually attacking Hill 534, but probably not going up it.

The SPW250/7 will proceed to hex 3CC1, and bombard any enemy that it sees, all the time avoiding hex 3DD2, as this is likely to be targeted by Soviet guns. The SPW250/9 will go to 3DD4 and hit any Soviets on the north side of Hill 522, or it's top. The same with the SPW250/8 (hex 3CC7) and the SPW233 (hex 3DD10).

The infantry that enter on foot will move towards Hill 522 and the village, using scouts to uncover any concealed or hidden enemy. Also, some will penetrate the wood to the east of Hill 522, and attack the village from that direction. All the time, the grunts will be spread out, until that blasted observer is no more. Herr Speer also gave you those lovely PFs so that you can kill enemy soldiers in their buildings, and his AT guns, with. So, do not just think about killing those pesky tanks, kill his infantry as well.

My Panzer Grenadier platoon (3x SPW251/1, 3x 468, 1x 8-0, 1x LMG) will follow the Tigers, and when the

Stalins are no more, they will start the attack on Hill 534 from the east, hopefully with the support from any surviving Tigers.

Whilst I have not tried to take-out the T34s, as only the Tigers, and PFs if they hit them, can with any degree of certainty, it does not mean that if one is stupid enough, that I will not take a shot at it. My board 3 attack will focus on the Soviet infantry. The SPW250/7 will place smoke on any T34 that it sees, as will the SPW250/8 and SPW233. The Tigers first concern is those Stalins, as they are the biggest threat to them.

## OTHER STUFF

Just a couple of Tiger vs. Stalin examples for you to think about.

Example 1 - 6 hex range, both stationary, frontal aspect, no cover, 1<sup>st</sup> shot and BU:

Tiger TH- 9 needed, with a turret hit required (highest white dr=4)

TK- 27-18=9, 8 to kill, 4 to burn, 9 to shock and 10 to possible shock.

Stalin TH-11 needed, with a turret hit required (highest white dr=5)

TK- 25-18=7, 6 to kill, 3 to burn, 7 to shock and 8 to possible shock.

Conclusion - The Stalin has a better chance to hit the Tiger, but, the Tiger kills the Stalin easier.

Example 2 - 12 hex range, rest as above:

Tiger TH- 8 needed, again with a turret hit, (highest white dr=3)

Stalin TH- 9 needed, also with a turret hit, (highest white dr=4)

The TK numbers are as in Ex. 1.

Conclusion - The same as the first example.

If either tank is hit in the side or rear (hull or turret), then, barring a dud, it is bye-bye for it. The T34 and the AT gun are a threat to the Tigers by a side or rear shot, more so on the hull than the turret.

## CONCLUSION

While I have only given a broad outline for the German attack, it is because I believe in the old military saying "A plan lasts until first shot". Do not get me wrong, you should still have a plan, but be prepared to change it. After all, the plan is just a basic framework from which to fight this, or any other, scenario.

I see the Infantry as being the most important units for the Germans, as only

Continued on page 19, column 2

## THE TRENCHES



## TWO GO BERSERK IN LEICESTER

*I wrote this back in 1998 and planned to post it to the ASL Mailing List but never got round to it. With Iain's passing away I figured it's about time it saw the light of day somewhere - Pete.*

Our resident Aussie Mad Vet, Iain Mackay was unable to attend BERSERK '98 as he had just got back from visiting his family in the land of Oz. So to make up for this disappointment he came down to my place the following weekend to drink beer, listen to rock music, play ASL, and drink some beer.

Iain arrived just before 9pm on Friday evening and after chatting for an hour we picked a scenario to play. We had already decided to use the tourney scenarios, so after some looking through them we picked 'T6 Dead of Winter'.

I decided to play the Germans, and set up my trenches along hexrow X between the buildings, with the infantry in the buildings and woods, the tank in Y3, and the 37L AT gun set up HIP in V10. I took about an hour to set up, but mainly because we spent so long talking.

The game didn't take that long.

His first tank entered and drove to the trench-line, trying to entice the AT gun to fire. I fired the tank, and hit it with a side shot. The hit destroyed the tank but the crew escaped, only to be shot by the CMG. He rolled a 12 for the resulting MC!

Next move, another tank with some infantry armoured assaulting. As they stopped I opened up with a squad/MMG and 9-2, breaking the infantry.

Finally, the third tank and some infantry also armoured assault onto the board.

At this point it is my Defensive Fire Phase. I reveal the AT Gun and fire, hitting the first tank with a Crit! Bang, two down.

Keeping rate, I fire at the final tank, and after a couple of misses hit it. Side shot, 3 to immobilise, 2 to kill. Snake eyes!!

Three T34s down in as many minutes and game over as he doesn't have enough units to exit and win.

Not my quickest scenario, but not far off!!

Next up, 'DASL 11 Ripe Pickings', a chance to try something from my brand new copy of *Hedgerow Hell* which I had picked up the previous weekend at BERSERK '98, a chance to use boards I have never played on. Iain's Americans won this close fought match during which we ran out of beer. This is a good scenario which requires some thinking on both sides (and yes, some of us CAN still do that after drinking plenty of

beer!!). I would like to play this one again, and it re-confirmed my growing love of *Deluxe ASL* - add me to the list of those wanting to see more maps and scenarios.

On Saturday morning we played 'A104 In Front of the Storm' with Iain winning as the Germans. After nipping out to do the shopping and get in dinner for the night, we played 'CH26 Close Order Driel'. In retrospect this was probably my weakest game, and if I played as the Poles again I would set this one up much differently next time.

After pizza for dinner and watching Xena: Warrior Princess I took Iain on a visit of several local pubs for a few beers... When we got back we watched videos and drank some more beer as Iain was too tired to play anymore ASL..

After breakfast Sunday morning we set up 'WCW7 Eye of the Tiger'. Although I prefer to play new scenarios to repeating ones I have already done, this is one scenario I will make an exception for. Having played as the Russians at BERSERK the previous weekend I took the Germans this time. Iain set up a screening force in the woods on board 4 and the bulk of his forces around the village on board 42. My FFE did little damage in my turn 1, but I corrected it onto one of his T34s on his turn 1 and KIAed it and a squad with the ATR. After that I made steady progress towards the village and by turn 4 had four of the six buildings I needed to win. To protect the two buildings in J5 and K5 Iain moved his SU-85 into the K5 building. Although he didn't Bog, I did score a crit with an Intensive Fire shot from the Tiger (about the third time I had done this over the weekend!!) leaving a burning wreck there. The blaze then spread to the building leaving a flame there. On turn 5 I pounded J5 with several 16FP groups and the Tiger but the Russian 458 refused to break. I advanced a concealed 658 into K5 ready to move in on the final turn. The 458 continued to stand fast in the face of my Defensive Fire and my turn 6 Prep Fire, meaning I would have to advance the 658 in to take him out in CC. Unfortunately, the flame turned into a Blaze when I rolled an 11 in the Advancing Fire Phase, forcing me to rout my unit out!!! Since I had no other units adjacent I couldn't gain control of J5 it was game over!!

This was probably the best scenario we played all weekend, and is great fun for both sides.

## HOWLIN' HOUNDS

### What Makes a Scenario A Dog

George Bates

Someone recently asked me why they should buy *Partisan!* and I immediately recommended that he get it so he could enjoy 'Subterranean Quarry'. :-)) I then stuck my neck out a little further to extemporize on what makes a scenario bark. Please read and talk amongst yourselves.

There's dogs and then there's DAWGZ. People can whine and pout about a mildly challenging situation for one side or another in a particular confrontation, but that can be overcome. That 'Subterranean Quarry' is quite clearly the mangy, rabid cur chained to the junkyard gate is readily apparent from the moment you open the box. The design and development people in AH must have been freebasing in their cubicles at the time this one was moving through the pipeline. Shows you how far MMP has improved production values and play-testing since those daze.

As long as I'm pontificating, this might be a good moment to share my general criteria for a howling hound. To me, it is not a matter of the VCs, OBs, SSRs or setup conditions making it extraordinarily tough on one side or the other because they can be adjusted. What really matters is the core concept behind the scenario problem being simulated and the mechanics used to depict it. If this foundation is shaky, the scenario elements built on top of it will not yield an easily playable, **enjoyable** game. A scenario with a balance problem can be made a fun contest if opponents can agree on incremental changes to alter balance, which is always a relative quality anyway as the skills and experience of each player are unique.

Bear with me for an example of each. Partly to bait parties who shall remain nameless, and partly because I think the leapfrog defence is such a thing of beauty when I see it done right (I aspire to ascend to that level myself someday), I find 'Commando Schenke' a very interesting problem. The more experienced player naturally should be Red because

Ω



that's where the greater challenge lies. Greenhorns will enjoy playing with all those German toys for a while, but if Ivan is good your rookie may also start to notice that he is getting pecked to death by Residual FP and begin to see the merits of defence in depth and force preservation. These are important lessons that not many scenarios teach. If the adjustment in the 126 version doesn't do it, add that 4th 527 in the Soviet balance, or raise his SAN another pip to 4 if you have to. Minor issues in a classic teaching scenario.

The flip side of this is 'Gavin's Gamble', a scenario I've been spending a lot of time on. Unlike 'Subterranean Quarry', this is one people really want to play, but these two are in the same litter of whelps because the design and mechanics conspire to make them hard to play, at times boring and particularly un-fun. 4-6 turns of paddling and a few more before the combatants make contact tries one's patience. If Jerry opts to skulk behind the dike play becomes an even greater yawner. Not that there is anything technically wrong or unsportsmanlike about how this scenario is/can be played, but in the end the attempt to recreate a heroic (and foolhardy) river crossing leaves both players desperately searching their "Must Play" lists for more interesting fare. As written now, 'Gavin's Gamble' could only be a worthwhile exercise if it was played as part of a larger scale CG depicting the crossing together with the fighting at both of the Nijmegen bridges. Someday David Olie and I may be able to give MMP some suggestions for a revision that would make it worth playing.

In summary, what it comes down to for me is that balance issues rarely make the puppy a mongrel. It's the uninteresting situations, lengthy rules/mechanics, possibility of win/loss on a single DR, or fundamental design flaws that allow players to "game" a scenario that make it a perfidious pooch.

Gotta get back to the CP. Roll low, babies.

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## MAD VET REMEMBERED

Trev Edwards

On 22 August 2006 the world *ASL* community lost one of its brethren. Iain Gordon McKay died aged 44 and left two children aged 7 and 13. There are a lot of his friends who will never forget him.

Iain was a fiercely proud Australian, he knew his bloodline right back to before his family arrived in Oz, but found love and a career as a veterinarian here in the UK. Aside from his *ASL*, he was a keen musician (he was an accomplished clarinet player and had a great singing voice) which he used to the full in his life in the church community and amateur dramatic musicals.

To my dismay I can't recall my first meeting with "The Mad Vet," as he always liked to be known. It seems he was there from the moment I joined the wider British scene after the first *INTENSIVE FIRE* all those years ago. I can't recall him not being there. Iain's having settled in the NW of England meant we were able to see each other every few months over the past few years. I'll never forget him showing me around his house in Cheshire:

"It's got two dunnys!" he proudly announced.

His *ASL* playing style was at once laid back but the result of intense concentration on the task at hand. He never overlooked an opportunity to try something even if he was unsure about the particular rule. Playing him made me a better player for sure. However playing the Vet wasn't like playing anyone else, even amongst a community which is generally a friendly bunch. He was such a decent, funny and apparently cheerful fellow that any chance to play him was seized upon.

Since being asked by your editor to write this obituary I've tried to remember

specific instances of his bonhomie and the one that springs to mind was the spontaneous rendition of the Soviet National Anthem while sitting around a *Red Barricades* scenario in the basement of the Kiwi Hotel at *INTENSIVE FIRE* one year. I was humming it under my breath but Iain picked it up and belted it out with his powerful voice. Of course his fluency in Russian meant he was also singing the words. Brought whole the room to a halt, what a moment.

Iain used to have the perfect response to my lame puns that wind their way across the table – he'd roll an NMC for himself and a Wound roll if he failed. He referred to most of the modules with the word "budgie" substituted (Pegasus Budgie, Red Budgiecages, Kampfgruppe Budgie and so on).

I had known Iain wasn't well with depression for some years. He had some sort of depression caused by a chemical imbalance in the hormones of the brain. Behind the cheerful exterior there was a man in a sort of pain most of us will never know. I had hoped he was over the worst of it and, after he had survived a winter in his cottage in North Wales, where he was plying his trade, I never thought he was going to self harm again. The last game I played with him was in the late spring in Llanrwst, it was 'OAS A Parting Blow'. I got a jolly card from him in Perth in Oz in the summer and looked forward to our next meeting when he'd tell me what his daughters thought of the place. Within a month of his writing the card, Iain succumbed to that bastard illness and ended his own life.

Even in the depths of his illness *ASL* remained a passion, perhaps second only to his family. I was asked to sell Iain's *ASL* gear,

Continued on page 18, column 3



The author (right) and Mad Vet at *BERSERK* 2002.

# "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 (in dd mm yyyy format) 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, Bexley, Sydney, NSW 2207 (09/02/97)

## Austria

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

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J Baines, 2A Vijverlaan, B-2020, B-2020 Antwerp (31/12/94)  
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T Bauwin, 23, Avenue du Cer-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, Koninngin 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. Caveller, 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)  
Van Loo Geert, Averegetlaan 18a, 2220 Heist-op-den-Berg (08/09/03)  
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 St-Niklaas (31/12/94)  
J.H. Himschoot, 36, Truynensstraat, B-2930, B-2930 Brasschaat (31/12/94)  
Vincent Kamer, 275, Albert Ier, B-1332, B-1332 Genval (31/12/94)  
D Kronfeld, 70, Avenue Houzeau, B-1180, Bruxelles (31/12/94)  
P. Lanote, 91, Avenue Gevaert, B-1332, B-1332 Genval (31/12/94)  
A Lens, Saulcoir, 1A, B-7380, B-7380 Quevrain (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 Maieu 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 Dinbeek (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 Schonkenen, Sint-Pancratiuslaan 27 D2, B-1950, Kraainem (25/08/05)  
C Seref, 109A, Avenue Jupiter, B-1180, Bruxelles (31/12/94)  
M. Steenwege, 74, Rijshevelstraat, B-2600, B-2600 Berchem (31/12/94)  
Bruno Tielemans, Smoutmolen 7, 1640 Sint-Genesius-Rode (15/11/96)  
Yves Tielemans, Stationsstraat 154, 1640 Sint-Genesius-Rode (15/11/96)  
M Valkenaers, 1207 Chaussee de Wavre, B-1160, Bruxelles (31/12/94)  
B Van Wassenhove, 12, Avenue Isidore Gerard, B-01160, Bruxelles (31/12/94)  
G. Verdonck, 28, Morsveldelendaan, B-2640, B-2640 Morsel (31/12/94)  
Jan Verreth, Trompetvogelstraat 29, 2170 Antwerpen (15/01/97)  
J Vrijdaghs, 46 Dennenstraat, B-2800, B-2800 Mechelen (31/12/94)

## Canada

Dwayne Matheson, 11 Eglington Cres, Winnipeg, Manitoba (31/12/94)  
Andrew Robinson, 873 Brodie Ave, Kingston, Ontario (23/02/2007)  
Martin Hubley, 105 Melrose Avenue, Halifax, Nova Scotia, B3N 2E6 (14/10/1997)  
L. Fernandez, 3220 Millereet, Ste Foy, Quebec, G 1 X- 1 N8 (31/12/1994)  
I Gongora, 3316 Edouard Montpetit #10, Montreal, Quebec, H3T 1K5 (31/12/1994)  
Michael Rodgers, 5187 Beamish, Pierrefonds, QC, H8Z 3G4 (02/09/1999)  
Adrian Earle, Apt 201, 17 Marlborough, Ottawa, K1N 8E6 (24/04/2000)  
Jim MacLeod, 978 Strathcoma Street, Winnipeg, Manitoba, R3G 3G5 (25/11/1996)  
Rick L. Fortier, 766 Brock Street, Winnipeg, Manitoba, R3N 0Z5 ()  
George Kelln, 350 Kenaston Blvd., Winnipeg, Manitoba, R3N 1V8 (31/01/2001)  
R Sanderson, 19005-76th Ave, Surrey, British Columbia, V4N 3G5 (31/12/1994)  
S.P. Smith, 1001 1 NE 9th Street, Vancouver, WA98664 (31/12/1994)

## Denmark

Michael Hastrup-Leth, Favrholmvanget 15, 3400 Hillerod (30/10/99)  
Lars Klynsner, Egilsgade 2, 2. th., 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)  
Jim Neary, Kilquain, Craughwell, Co. Galway (05/05/2007)

## England

Pete Bennett, 84 Littlebrook Avenue, Burnham, Bucks. (16/09/2002)  
Billy Carslaw, 52 Spring Lane, Birmingham (19/03/2005)  
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire ()  
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire (23/10/1998)  
Sam Prior, 125 Global Apts, Patriotic Place, St Heliers, Jersey (27/10/2005)  
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent (31/03/2004)  
Joss Attridge, Newtown Linford, Leicester, Leicestershire (14/04/2007)  
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs (03/02/2007)  
Derek Cox, 25 Crampthorn Walk, Chelmsford, Essex (18/02/2007)  
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs. (15/02/2007)  
Trevor Edwards, 11 Thirlmere Road, Preston, Lancs. (28/12/2006)  
Adrian Maddocks, 52 Beech Road, Halton, Lancaster, Lancs (05/05/2007)  
Ian Pollard, 19 Doria Drive, Gravesend, Kent (15/02/2007)  
Ulrich Schwela, 1 Mellings Mews, Archery Gardens, Garstang, Lancashire (06/02/2007)  
John Sparks, Taunton, Somerset (09/02/2007)  
Neil Stevens, 8 Trenchard Avenue, Ruislip, Middlesex (14/02/2007)  
Chris Walton, N B Burgan Pod, Cosgrove Marina, The Lock House, Lock Lane, Cosgrove, Milton Keynes  
Mike Brewer, 6 Goldsmith Way, St Albans, Herts, AL3 5LG (01/03/2002)  
F. B. Dickens, 62 Yarnfield Road, Tulseley, Birmingham, W. Mids., B11 3PG ()  
Steve Grainger, 23 Winterton Road, Kingstanding, Birmingham, W. Mids., B44 0UU (18/11/1998)  
Garry Cramp, 25 Ferndale Road, Hall Green, Brimingham, W. Mids, B92 8HP (31/10/1996)  
Stuart Brant, Flat A, 1186 Evesham Road, Astwood Bank, Redditch, Worcs., B96 6DT (28/01/2002)  
Gary Luck, 7 Dover Place, Bath, BA1 6DX (16/03/2004)  
Jeff Hawarden, 9 Laburnum Road, Helmshore, Rossendale, Lancs., BB4 4LF ()  
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28/02/1997)  
Phil Ward, 7 Burnall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/2000)  
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR (23/10/1998)  
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (23/10/1998)  
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08/03/2002)  
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG (24/03/2004)  
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG ()  
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (31/10/2004)  
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11/11/1999)  
Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, BR3 1QG (19/06/1999)  
Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN ()  
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (31/03/2004)  
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29/10/1997)  
Gaute Strokkenes, Girton College, Cambridge, CB3 0UG (23/10/1998)  
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07/08/2002)  
Martin Barker, Tradewinds, Wrating Rd, Haverhill, Suffolk, CB9 0DA (29/12/2006)  
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08/07/2005)  
Ray Jennings, 57 Wheatfield Way, Chelmsford, Essex, CM1 2ZQ (09/10/2004)  
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (29/10/2004)  
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP (22/03/1997)  
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 (19/08/2002)  
Rob Galagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31/07/2001)  
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (27/09/1998)  
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/1999)

Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/1999)  
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26/07/1998)  
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS ()  
Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (06/01/2004)  
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09/05/2005)  
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG ()  
Carl Sizmur, 53 Singlewell Road, Gravesend, Kent, DA11 7PU ()  
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (07/08/2002)  
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (01/06/2004)  
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ ()  
Brian Hooper, 38 Risdale Street, Darlington, DL1 4EG (27/10/2005)  
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17/10/1998)  
Roy Quarton, 8 Bassey Road, Branton, Doncaster, S. Yorks., DN3 3NS (01/11/2000)  
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25/04/1999)  
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/2001)  
Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ (24/04/2003)  
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04/05/2004)  
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/2000)  
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/2000)  
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN (31/10/1996)  
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04/05/1998)  
Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (31/10/2004)  
Tim Bunce, 33 Ryder Court, Newport Road, Aldershot, Hants., GU46 6NZ (19/03/2005)  
Jeff Canseel, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17/03/1997)  
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/1996)  
Simon Croome, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ ()  
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ ()  
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (23/01/2004)  
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD ()  
Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, Hd2 2ba (21/04/2007)  
Fish Flowers, Church Farm, Westerns Lane, Markington, HG3 3PB (27/11/2004)  
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (27/10/2005)  
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05/09/2001)  
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessele, Humberside, HU13 0NA ()  
Ruairigh Dale, 77 Riverview Avenue, North Ferriby, HU14 3DT (07/08/2005)  
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01/01/1996)  
Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (15/02/2007)  
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15/08/2000)  
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17/02/2001)  
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/2000)  
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (19/03/2005)  
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (23/06/1999)  
Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA (02/08/1998)  
Andy Ashton, 62 Earleton Drive, Wallasey, The Wirral, Merseyside, L45 5DZ ()  
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA ()  
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, LA1 3HB (19/03/2005)  
Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10/12/2004)  
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (10/11/2000)  
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15/11/1996)  
John Truscott, 28 Bracken Edge, Leeds, W. Yorks, LS8 4EE (21/11/1998)  
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18/09/2002)  
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10/03/1998)  
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (25/06/2006)  
Bob Eburne, 33 Whittow Way, Newport Pagnell, Bucks., MK16 0PR (27/10/2000)









# 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 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](mailto:brendan@doubleone-online.net). Check out the web site at [www.doubleone-online.net](http://www.doubleone-online.net) for the latest details.

## NASHCON 2007

**When:** 25 - 27 May.

**Where:** Cool Springs Marriott, Franklin, TN. Telephone (615) 261-6100. Room rates are \$99.00 per night - tell them you are with the Nashcon 07 event to get this rate.

**Fee:** \$20.00 for HMGS members, \$25.00 for non-members.

**Format:** Single elimination, four or five rounds depending on number of players. Scenarios to be chosen from a list provided by the tournament director, although alternatives are OK if approved by the tournament director.

**Contact:** HMGS-MidSouth, Nashcon, 2819 Columbine Pl, Nashville, TN 37204. For convention registration contact Chris Edmondson by email at [echris66@comcast.net](mailto:echris66@comcast.net); for further details about the ASL tournament contact Steve McBee by email at [shmcbec@bellsouth.net](mailto:shmcbec@bellsouth.net). For further details check the web site at [www.hmgs-midsouth.org](http://www.hmgs-midsouth.org).

## SEPTEMBER ITASLIA 2007

**When:** 7 - 9 September.

**Where:** Hotel Antares, Via Postumia, 88 - 37069 Villafranca di Verona, Italy. Telephone +39 045. 630.18.79 or visit [www.hotelantares.com](http://www.hotelantares.com). Room rates are €55 per night for a double room, or €4 for a single room.

**Fee:** €18.00.

**Format:** 5 round (two on Friday, two on Saturday, and one on Sunday) Swiss-style, with a choice of three scenarios in each round.

**Notes:** There will be a plaque for the winner. Players are also invited to attend the *ASL* Italia social dinner on the Saturday night.

**Contact:** Paolo Cariolato on +39 045 6104413 or by email at [cariolato@aslitalia.org](mailto:cariolato@aslitalia.org). Check the web site at [www.aslitalia.org](http://www.aslitalia.org) for the latest details.

## OCTOBER ASLOK XXII

**When:** 30 September - 7 October.

**Where:** Quality Inn & Suites [note that the hotel name is due to change in mid-2007 to Crowne Plaza], 7230 Engle Rd, Middleburg Heights, OH 44130, Phone: (440) 243-4040, Fax: 440 243-3178. Rooms are \$75.00 plus tax if reservations are made by 16 Sep - request "ASL Oktoberfest" to receive this discounted rate.

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

**Format:** Same as always. Weekend tournament plus numerous mini-tournaments. 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 [www.aslok.org](http://www.aslok.org) for the latest details.

## INTENSIVE FIRE 2007

**When:** 25 - 28 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 £37.00 per night, double rooms £30.00 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:** £10.00 if registering with the organisers prior to the event; £15.00 on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, 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 Phillipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, , Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email [if@vftl](mailto:if@vftl).

[co.uk](http://co.uk). For up to date information check out the UK ASL tournament web site at [www.asltournaments.co.uk](http://www.asltournaments.co.uk).

## NOVEMBER Grenadier 07

**When:** 1 - 4 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 €27.55 per night.

**Fee:** €5 per day.

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

**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 [www.asl-grenadier.de](http://www.asl-grenadier.de) at for up to date information.

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## SEIZING GYULAMAJOR

Continued from page 13

they can gain control the Level 2 hexes required for the German win. These are what the Soviet player must try to prevent from getting to, and the German player must make sure that he has enough of to take, Hill 534. Even though killing tanks is a major part of this scenario, it is the Infantry that will win it for the Germans.

While writing this scenario review has been fun, it has taught me a thing or two. The first one being, even though there is a write-up about a scenario, you should always do your own rule-reading. With the rulebook being the size and complexity that it is, there will always be things that the author has failed to mention, including this author! Second, it does give Pete something to put in *VFTT*, as he is always moaning about a lack of articles. Third, it does provide a talking point at INTENSIVE FIRE, HEROES and DOUBLE 1, if you have any constructive criticism. And finally, if you are with a Newbie, get out the boards and cardboard pieces, and go through it with them, pointing out where you think I have gone wrong, or, less likely, where you think I have got it right. At least you will have a laugh, and that is the main thing as far as I am concerned.

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# INTENSIVE FIRE 2007

25 – 28 October 2007



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2007 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 (£37 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 £15, or just £10 if you register before 1st October. 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, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Telephone (01972) 510 350 (+44 1972 510 350 from outside the UK) or email [if@vftt.co.uk](mailto:if@vftt.co.uk).