

# VIEW FROM THE TRENCHES

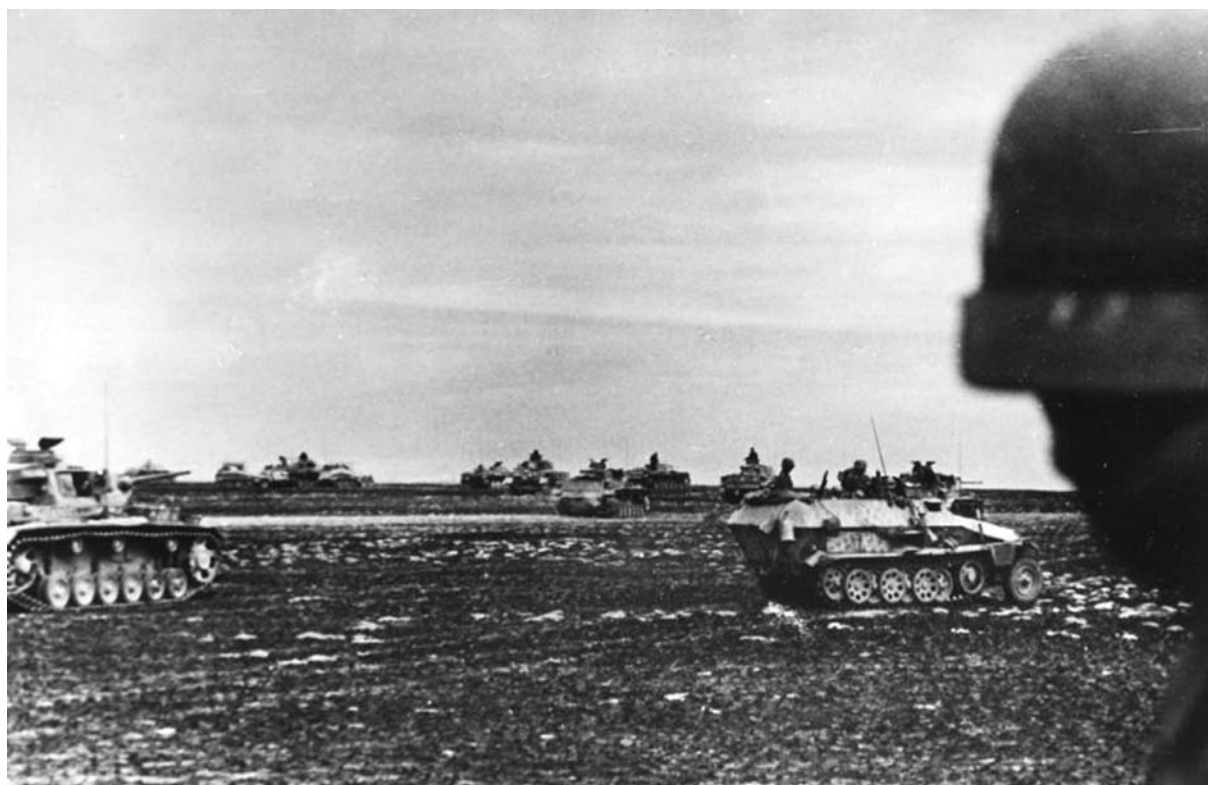
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**DRIVING THEORY TEST** - tank actions and the SOP

**REMEMBERING THEM** - Paul Case at the Normandy beaches

**FLAME THROWING ARMOUR** - usage hints and tips

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**COVER:** Panzers from the 24th Panzer Division head towards Stalingrad 65 years ago.

### THE ASL MAILING LIST

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

### EMOTICONS

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

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

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

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# PREP FIRE

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

Despite being in the middle of nowhere, Scotland, it's not stopped me playing *ASL*. In addition to playing email games using *VASL* (something which I was just starting doing when the shit hit the fan late last year), I went down to London in May for the DOUBLE 1 tournament – a 1200 mile round trip for a day of *ASL!* – and managed to convince a fellow *ASL*er to come here for a holiday so we could play *ASL* during the evenings (though he was also interested in coming to see the scenery and the area). Reports of both incidents can be found elsewhere in this issue.

See a few of you in Bournemouth next month. 'Til then, roll Low and Prosper.

Pete Phillipps

## 20 LEGEND

*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 72 should be out at the beginning of January 2008.

*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>

VIEW FROM THE TRENCHES

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<http://www.vftt.co.uk>



# INCOMING

## MMP FEW RETURN

MMP have just released *Action Pack 3 - Few Returned*, which features nine scenarios on the Italian retreat from Russian in the winter of 1942. Three additional scenarios see Italian and German forces clash during the Italian surrender to the Allies in 1943. The \$24.00 pack also includes *ASLSK*-style reprints of map-boards 24, 42 and 43.

There is no word at the moment on when *Valor of the Guard* will be printed, nor when the next *ASL Journal* will be released.

## 25<sup>th</sup> BUNKER READY

*Dispatches From The Bunker 25* is due to be released at the Bunker Bash in September and mailed to subscribers soon after. As usual it will contain three new scenarios. 'Acorns in the Fire' sees a company of GIs, supported by 4 Shermans trying to clear a German defence, aided by a couple of PzIVJ, from the Board 19 crossroads on New Years Day 1945. 'Housing Crash' is a DASL scenario in which a company of SS Assault Engineers must cross a SSR-defined AT Ditch to take a group of buildings from the Russian defenders. Both are tournament-

sized, whereas the final scenario, 'Heroic Defense of Wake' (formerly known as 'Send Us More') is a PTO mini-monster covering the Japanese night landing on Wake Island 12 days after the initial attempt to take the island. Two Japanese companies attack a US defence which consists of a mixed group of Marines, ad-hoc Naval personnel and even civilians manning the plethora of machine guns and ordnance.

Jim Torkelson also provides an analysis on the Heat of Battle scenario 'OB8 Bloody Bobruisk', while Carl Nogueira will have more Terrain mayhem in the Fire portion of his Making a Mess Tactical Tips Series.

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).



## 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).

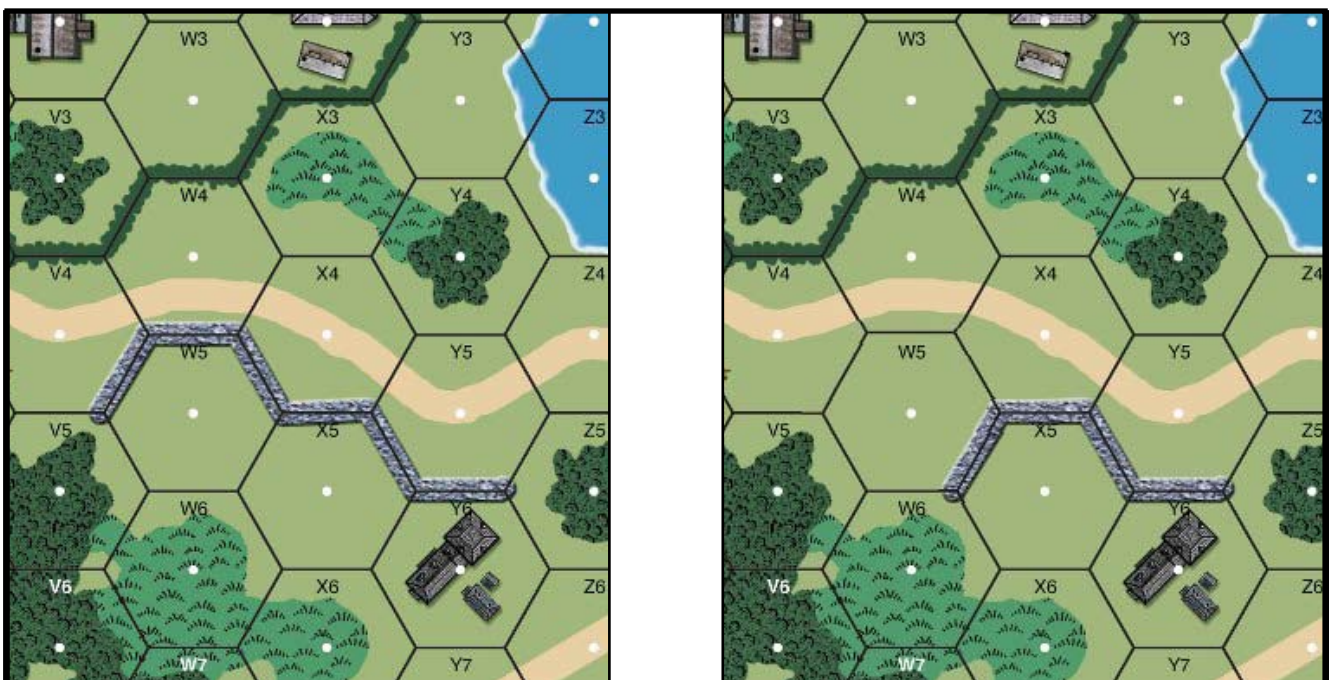
**SECOND CHANCE GAMES**, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535, e-mail them at [sales@secondchancegames.com](mailto:sales@secondchancegames.com), or go to [www.secondchancegames.com](http://www.secondchancegames.com).

**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.

[aslunker@aol.com](mailto:aslunker@aol.com). You can email them at [aslunker@aol.com](mailto:aslunker@aol.com).

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A portion of the original version of board 42 (left), compared to the reprinted version from *Few Returned*. Note the change in the wall placement in W5. MMP will be producing an overlay to correct this, and changing future prints of the board to match the original version.

# Double One 2007



*Brendan Clark*

Double One 2007 got off to a positive start on 12th May with 22 players taking part in the tourney's 2nd annual event. It was a lively and friendly competition with a 38% rise in tournament players over the first year's tourney. Some say ASL has seen its best years but the tourney's associated group of players – London's Advanced Squad Leaders (LASL) – has also seen increasing interest in ASL, with new players coming in with the help of ASL starter kits.



*Above: as the tourney gets underway Tim Bunce's (glasses on forehead) Gurkhas try to hold off Mick Essex's mixed force of Japanese armour and infantry in J9: A Stiff Fight.*

*Left: In the foreground, Wayne Baumber awaits a crucial DR from Miles Wiehahn in J41: By Ourselves.*

*In the background, two LASL regulars, Tom Jackson and Kris Pugh also picked the same scenario for their morning scenario.*



**VIEW FROM**



*Left: In the foreground, Ian Pollard anticipates Mark Furnell's next move with his Russian tanks and infantry in OA2: Skirmish in the Snow.*

*While in the background, VFTT's editor Pete Phillipps and Paul Case also skirmished in the snow, with the help of Mark Furnell's printed VASL board*

The tournament finished with three group winners, picked for the ratings of their opponents and for winning two victories each. They were:

- Dominic McGrath, gaining a 10-2 leader prize
- Sam Prior, gaining a 9-1 leader and hero prizes
- Ray Jennings, gaining a 8-1 leader prize

If you can make it, come along to Double One in 2008. You're also welcome to join us at LASL. There's no fee for taking part or spectating at LASL. Our venue is quiet and has ample space for 16 players. For more details about Double One or LASL visit [www.doubleone-online.net](http://www.doubleone-online.net).

Roll the dice and enjoy the best WWII board game around!

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## PARTICIPANTS AND RESULTS FROM COMPETITIVE GAMES

NAME	PATCH	RANK	ASL RATING	AM GAME	PM GAME	RESULTS
Derek Tocher	●	4	3675	Win v Derek Cox	Win v Simon Croome	Win/Win
Tim Bunce	●	13	3485	Win v Mick Essex	Loss v Dominic McGrath	Win/Loss
Phil Draper	●	18	3385	Loss v Sam Prior	Loss v Derek Cox	Loss/Loss
<b>Dominic McGrath</b>	●	<b>23</b>	<b>3310</b>	<b>Win v Aaron Sibley</b>	<b>Win v Tim Bunce</b>	<b>Win/Win</b>
Simon Croome	●	31	3250	Loss v Andrew Whinnet	Loss v Derek Tocher	Loss/Loss
Aaron Sibley	●	34	3240	Loss v Dominic McGrath	Win v Mick Essex	Loss/Win
Derek Cox	●	46	3185	Loss v Derek Tocher	Win v Phil Draper	Loss/Win
Andrew Whinnet	●	56	3145	Win v Simon Croome	Loss v Miles Wiehahn	Win/Loss
Wayne Baumber	●	108	3020	Win v Miles Wiehahn	Loss v Ray Jennings	Win/Loss
Tom Jackson	●	n/a	n/a	Loss v Kris Pugh	Win v Gerard Burton	Loss/Win
Miles Wiehahn	●	n/a	n/a	Loss v Wayne Baumber	Win v Andrew Whinnet	Loss/Win
Kris Pugh	●	n/a	n/a	Win v Tom Jackson	Loss v Sam Prior	Win/Loss
Gerard Burton	●	n/a	n/a	Win v Nick Ranson	Loss v Tom Jackson	Win/Loss
Mick Essex	●	121	2990	Loss v Tim Bunce	Loss v Aaron Sibley	Loss/Loss
<b>Sam Prior</b>	●	<b>169</b>	<b>2860</b>	<b>Win v Phil Draper</b>	<b>Win v Kris Pugh</b>	<b>Win/Win</b>
<b>Ray Jennings</b>	●	<b>189</b>	<b>2770</b>	<b>Win v Jackie Eves</b>	<b>Win v Wayne Baumber</b>	<b>Win/Win</b>
Nick Ranson	●	203	2730	Loss v Gerard Burton	Loss v Mark Furnell	Loss/Loss
Paul Case	●	203	2730	Loss v Pete Phillipps	Loss v Pete Phillipps	Loss/Loss
Ian Pollard	●	210	2710	Loss v Mark Furnell	Win v Jackie Eves	Loss/Win
Mark Furnell	●	217	2655	Win v Ian Pollard	Win v Nick Ranson	Win/Win
Pete Phillipps	●	224	2600	Win v Paul Case	Win v Paul Case	Win/Win
Jackie Eves	●	234	2460	Loss v Ray Jennings	Loss v Ian Pollard	Loss/Loss

The winner in each group is highlighted.

# The Crusaders Open ASL Tournament Ladder DOUBLE 1 2007 Update

Derek Tocher

As usual mid May saw around 20 ASLers congregate in London (with Pete Phillipps travelling all the way down from Scotland to maintain his 100% tournament attendance record with Dominic McGrath) for the second DOUBLE 1 tournament. Unlike HEROES! and INTENSIVE FIRE, this is a single day tournament with just two rounds.

There are currently 241 players listed on the ladder. Of that number around 85 are considered to be active, in that they have played at a tournament in the last three years. The most number of games played is by David Schofield who has managed 131, while another 7 have played at least 100 games – Ian Pollard is likely to join the group at INTENSIVE FIRE 07 as he has currently played 99 games.

Here is the ladder as of 1st June 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	162=	Paul Kettlewell	76	34-0-42	2905	
2	Steve Thomas	42	32-1-9	3755	79=	Kevin Beard	13	9-1-3	3090	162=	Phil Ward	5	2-0-3	2905	
3	Derek Tocher	115	85-2-27	3730	79=	Steve Cook	13	9-0-4	3090	164=	Ray Jennings	8	3-0-5	2900	
4	Simon Strevens	87	60-1-25	3720	79=	Gary Lock	2	2-0-0	3090	164=	Josh Kalman	10	5-0-5	2900	
5	Mike Rudd	38	32-1-5	3660	79=	Iain Mackay	43	22-0-21	3090	166	Martin Kristensen	6	2-0-4	2895	
6	Fermin Retamero	13	11-0-2	3650	79=	Peter Michels	3	2-0-1	3090	167=	Jakob Norgaard	6	1-1-4	2885	
7	Michael Hastrup-Leth	45	31-1-13	3615	85=	Paulo Alessi	6	4-0-2	3085	167=	Bernard Savage	21	9-1-11	2885	
8	Aaron Cleavin	6	6-0-0	3565	85=	Patrick Dale	35	15-1-19	3085	169	Sam Belcher	8	3-0-5	2880	
9=	Peter Bennett	14	12-1-1	3560	87	Dirk Beijlard	5	3-0-2	3080	170	Michael Davies	57	30-1-26	2875	
9=	Bjarne Marell	36	26-0-10	3560	88=	Billy Carslaw	11	4-0-7	3075	171=	Brenan Clark	8	2-0-6	2870	
11	Steve Linton	17	14-0-3	3545	88=	Robin Langston	9	4-2-3	3075	171=	John Johnson	1	0-0-1	2870	
12	Carl Sizmur	16	11-0-5	3515	88=	Chris Milne	5	3-0-2	3075	171=	David Kalman	5	2-0-3	2870	
13	Jes Touvdal	24	16-0-8	3475	91=	Jean-Luc Baas	3	2-0-1	3070	174	Russell Gough	81	45-4-38	2865	
14	Dominic McGrath	128	75-2-51	3460	91=	Serge Bettencourt	3	2-0-1	3070	175=	Craig Benn	11	6-0-5	2860	
15	Dave Schofield	131	93-0-38	3455	91=	Robert Schaaf	3	2-0-1	3070	175=	Peter Ladwein	21	9-0-12	2860	
16	Trevor Edwards	84	44-1-39	3450	94=	Alexander Rousse-Lacordaire	4	2-1-1	3065	175=	Lutz Pietschker	4	1-0-3	2860	
17	Tim Bunce	40	25-0-15	3425	94=	Bob Runicces	3	2-0-1	3065	175=	Neil Piggot	4	1-0-3	2860	
18	Lars Klysner	11	8-0-3	3400	96=	Scott Byrne	12	7-0-5	3060	175=	Neil Stevens	60	24-2-34	2860	
19	David Tye	39	18-0-21	3380	96=	Raurigh Dale	38	17-0-21	3060	180	Nick Angelopoulos	5	1-0-4	2850	
20=	Ran Shiloah	11	7-0-4	3370	96=	Patrik Manlig	16	9-0-7	3060	181	Bill Eaton	21	8-3-10	2840	
20=	Peter Struijf	10	8-0-2	3370	96=	Sam Prior	25	11-0-14	3060	182	Dave Otway	5	1-0-4	2835	
22	Bernt Ribom	5	5-0-0	3350	100=	Stefan Jacobi	11	5-0-6	3050	183	Graham Smith	34	13-0-21	2830	
23	Joe Arthur	21	13-0-8	3305	100=	Bo Siemsen	4	2-0-2	3050	184	Mike Daniel	5	2-0-3	2825	
24	Frank Tinschert	15	10-0-5	3295	102=	Scott Greenman	8	3-1-4	3045	185=	Mark Chapman	6	2-0-4	2820	
25	Philippe Leonard	9	7-1-1	3285	102=	Stewart Thain	17	8-0-9	3045	185=	Andy McMaster	22	8-0-14	2820	
26=	Will Fleming	3	3-0-0	3280	104	Steve Pleva	6	3-0-3	3035	187	Michael Robertson	4	1-0-3	2810	
26=	Ralf Krusat	6	5-0-1	3280	105	Mark Warren	20	11-0-9	3030	188	Mark Furnell	10	4-1-5	2805	
26=	Alan Smece	4	4-0-0	3280	106=	Ian Daglish	112	52-1-59	3025	189=	Clive Haden	5	2-0-3	2800	
29	Dave Booth	7	5-0-2	3270	106=	Daniele Dal Bello	4	1-0-3	3025	189=	William Roberts	11	3-1-7	2800	
30=	Derek Cox	16	8-0-8	3245	106=	Peter Hofland	4	2-0-2	3025	191=	Alistair Fairbairn	3	0-0-3	2790	
30=	Daniel Kalman	11	8-0-3	3245	109	Vincenzo Kamer	4	2-0-2	3015	191=	Nick Sionsky	8	3-0-5	2790	
30=	Martin Vicca	22	15-0-7	3245	110=	Colin Graham	5	3-0-2	3010	193	Chris Littlejohn	14	3-2-9	2780	
33=	Daniel Batey	4	4-0-0	3235	110=	Andrew Saunders	33	15-1-17	3010	194	Graham Worsfold	3	0-0-3	2775	
33=	Paul Saunders	19	10-0-9	3235	110=	Miles Wiehahn	2	1-0-1	3010	195=	Lee Bray	14	3-0-11	2770	
35=	Aaron Sibley	52	31-0-21	3225	113=	Wayne Baumber	51	24-0-29	3000	195=	Richard Kirby	7	2-0-5	2770	
35=	Ray Woloszyn	31	18-1-12	3225	113=	Nick Brown	3	1-1-1	3000	197	Bill Hensby	31	10-0-21	2765	
37	Christain Koppmeier	15	8-0-7	3220	113=	Thomas Buettner	3	2-0-1	3000	198=	Kevin Crosbery	12	4-0-8	2760	
38=	Ian Percy	12	8-1-3	3215	113=	Steve Grainger	8	4-0-4	3000	198=	Andrew Hershey	10	4-0-6	2760	
38=	Tom Slizewski	5	4-0-1	3215	113=	Martin Hublej	4	3-0-1	3000	198=	Pete Phillipp	107	46-0-62	2760	
40=	Klaus Malmstrom	4	3-1-0	3210	113=	Tom Jackson	2	1-0-1	3000	198=	Flemming Scott-Christensen	6	1-0-5	2760	
40=	Nils-Gunner Nilsson	5	4-0-1	3210	113=	Ian Kenney	4	2-0-2	3000	202=	Nigel Blair	78	27-1-50	2755	
40=	Yves Tielemans	3	3-0-0	3210	113=	Phil Nobo	11	6-0-5	3000	202=	Oliver Gray	9	3-0-6	2755	
43	Francois Boudrenghien	3	3-0-0	3205	113=	Duncan Spencer	4	2-0-2	3000	202=	Jonathan Townsend	4	1-0-3	2755	
44	Jean Devaux	3	3-0-0	3190	122=	Gilles Hakim	5	2-0-3	2995	205	Peter Neale	3	0-0-3	2750	
45	Armin Deppe	13	7-1-5	3185	122=	Tim Macaire	49	23-0-26	2995	206	Burnham Fox	23	10-0-13	2740	
46=	Phil Draper	50	30-1-19	3180	124=	Malcolm Hatfield	48	20-0-28	2990	207=	Rupert Featherby	3	0-0-3	2735	
46=	Bill Durrant	5	4-0-1	3180	124=	Kris Pugh	2	1-0-1	2990	207=	Nick Quinn	14	5-0-9	2735	
48=	Steve Crowley	47	21-1-25	3175	126=	Eric Baker	2	1-0-1	2985	209	Gareth Evans	4	0-0-4	2730	
48=	Jonathan Pickles	8	5-0-3	3175	126=	Ivor Gardiner	7	7-0-5	2985	210=	Neil Brunger	37	13-0-24	2725	
50=	Grant Pettit	7	4-1-2	3170	128=	David Farr	4	2-0-2	2980	210=	Hamish Hughson	4	0-0-4	2725	
50=	Bruno Tielemans	3	3-0-0	3170	128=	Tony Gibson	20	10-0-10	2980	212=	Steve Cocks	4	0-0-4	2720	
52=	Rodney Callen	6	4-0-2	3160	128=	Malcolm Rutledge	3	1-0-2	2980	212=	Marc Horton	6	1-0-5	2720	
52=	Mel Falk	9	5-0-4	3160	131=	Gerard Burton	2	1-0-1	2975	214	Justin Key	49	19-1-28	2700	
54	Jeremy Copley	9	6-0-3	3150	131=	Sergio Puzziello	5	1-0-4	2975	215	Simon Hoare	4	0-0-4	2690	
55=	Stephen Burleigh	31	13-2-16	3145	133	Ulric Schwela	41	17-1-23	2970	216=	Jeff Howarden	7	2-0-5	2685	
55=	Nick Edelman	22	14-1-7	3145	134=	Elliot Cox	2	0-1-1	2960	216=	Ian Pollard	99	38-1-60	2685	
55=	Andrew Whinnett	4	3-0-1	3145	134=	Ben Jones	49	23-0-26	2960	218	Christain Speis	5	1-0-4	2680	
58	Simon Croome	43	23-0-20	3140	136	Michael Maus	7	3-0-4	2955	219	James Crossfield	15	6-0-9	2670	
59=	Paul Haesler	10	4-2-4	3135	137=	Shaun Carter	64	28-1-35	2945	220	Brian Hooper	129	43-2-84	2660	
59=	Paul O'donald	72	44-1-27	3135	137=	Laurent Forest	3	0-0-3	2945	221	Pedro Barradas	7	1-0-6	2655	
59=	Frenk Van Der Mey	4	3-0-1	3135	137=	Alex Ganna	2	0-1-1	2945	222	Nigel Ashcroft	52	19-1-32	2635	
62=	Keith Bristow	57	34-1-22	3130	137=	David Murry	5	2-1-2	2945	223	Adrian Catchpole	11	2-0-9	2625	
62=	Chris Courtier	13	7-2-4	3130	137=	Pedro Ramis	6	3-0-3	2945	224	Adrian Maddocks	12	3-0-9	2620	
64	Paul Sanderson	41	21-0-20	3125	142=	Paulo Ferreira	9	4-0-5	2940	225	Arthur Garlick	21	2-5-14	2615	
65=	Lee Brimicombe-Wood	12	8-0-4	3120	142=	Wayne Kelly	11	4-1-6	2940	226=	Bryan Brinkman	9	1-0-8	2610	
65=	William Hanson	19	11-0-7	3120	142=	Bob Nugent	3	2-0-1	2940	226=	Nick Ranson	15	3-1-11	2610	
65=	Philip Jones	5	3-0-2	3120	142=	Jon Williams	14	6-0-8	2940	228	Ray Porter	5	0-0-5	2600	
69=	Paul Ryde-Weller	10	5-1-4	3120	146=	Derek Briscoe	1	0-0-1	2935	229	Roger Cook	29	9-2-18	2590	
69=	Georges Tourmemire	3	2-1-0	3115	146=	Martin Bryan	19	8-0-11	2935	230	John Fletcher	6	0-0-6	2585	
69=	Mark Walley	4	3-0-1	3115	146=	Martin Mayers	15	5-0-10	2935	231	Paul Case	114	30-3-81	2570	
71=	Luis Calcada	43	21-1-21	3110	149=	Paul Legg	100	41-1-58	2930	232=	Nick Carter	9	2-0-7	2560	
71=	Luc Schonkerren	5	3-0-2	3110	149=	Andrea Marchino	1	0-0-1	2930	232=	Chris Netherton	30	10-2-18	2560	
73=	Andrew Dando	44	23-2-19	3105	149=	Andy Price	3	1-0-2	2930	234	Mike Stanbridge	47	13-1-33	2555	
73=	Bob Eburne	53	30-0-23	3105	152=	Paul Boyle	5	2-0-3	2925	235	Michael Rhodes	43	10-0-33	2545	
73=	Simon Morris	11	6-0-5	3105	152=	John Sharp	8	3-0-5	2925	236=	Robert Seeny	5	0-0-5	2510	
76	Russ Curry	6	4-0-2	3100	154=	Steve Allen	6	1-1-4	2920	236=	Chris Walton	19	5-0-14	2510	
77=	Nigel Brown	26	11-0-15	3095	154=	Tim Collier	17	7-0-10	2920	238	David Ramsey	14	2-0-12	2450	
77=	Mikael Siemsen	6	3-0-3	3095	156=	Iain Ainsworth	1	0-0-1	2915	239=	Chris Ager	23	6-0-17	2415	
					156=	Michael Essex	27	13-0-14	2915	239=	John Kennedy	24	5-0-19	2415	
					156=	Edo Giaroni	3	1-0-2	2915	241	Jackie Eves	33	10-0-23	2370	
					159=	Joel Berridge	3	1-0-2	2910						
					159=	Brian Martuzas	5	2-0-3	2910						
					159=	Andy Smith	4	0-0-4	2910						



VIEW FROM



# DRIVING THEORY TEST

Craig Benn



Okay you've retaken Vierville, worked out the simple equation and said welcome back to those 2nd rate Germans in the Ardennes. You've dodged 88's at Zon, chased Italians round the map and cursed your opponents ROF dice in 'A Long Way To Go'.

You took the plunge and bought Beyond Valor and the rulebook. That A4 binder inspires as much fear in you as a 100 squad human wave of fanatic Russian 6-2-8's (and rightly so newbie!). You feel fairly confident with infantry vs infantry scenarios, but vehicles are another matter.

Well time to take the plunge and pass your driving test. Vehicles are fun, you're missing out on some classic scenarios, and you can't put it off for ever. If I'd have known what I'm about to tell you now, many cardboard 1-2-7's would still be alive today....

I'm not going to talk about kill numbers, and how vehicles are damaged, you can look that up for yourself in Chapter D. I'm also not going to discuss anything too strange like halftracks or carriers, and I'm only going to discuss tactics a little bit. What I am going to do is take you through the nitty-gritty of what you can and can't do in the turn sequence....

## Rally Phase

Your vehicles will be doing nothing but fixing malfunctioned weapons. But before you roll the dice, note if your main armament breaks the vehicle will be recalled (D3.7) unless it has passenger/towing capacity. A tank is still a threat with a couple of machine guns and can cut rout paths so think carefully. Note machine guns are not secondary armament for recall

purposes.

## Prep Fire

Just like infantry, if you prep fire you can't move. If your vehicle starts this phase 'in motion' then it can't prep fire (D2.4) as you would have to expend at least one stop mp. Also vehicles can't opportunity fire (D3.3).

## The Movement Phase

Well the first big difference is that vehicles can fire in the movement phase. However you have to fire all your vehicle weapons in the same phase or not at all (D3.31). You can't fire machine guns in the movement phase and the main gun in the advancing fire phase. (But if you only fire a weapon that gets ROF in the movement phase and don't lose ROF, you can then fire in the advancing fire phase).

## Bounding Fire

If you fire after having moved even the teensiest little bit in the movement phase (like expend 1mp to stop, or all your mp's as delay while in motion) you still count as a bounding firer. If you take a shot before you expend a mp but are marked with a motion counter you are still a bounding firer. And as these are world war two jobbies not Challengers or M1 Abrams with modern suspension and gyrostabilizers it means you will miss. Well nearly always....

Bounding fire is going to be +4 to hit (+5 if non-turreted) with an additional +0,+1 or +2 depending on how long the target has been in your sights. Try and hit infantry at 6 hexes or less, while buttoned up (+1) and you are looking at 3's or less before even considering TEM. Infantry in woods makes it snakes, infantry in a building or foxhole make it an improbable hit.

Try and hit a vehicle at 6 hexes or less, while buttoned up and the odds are slightly better – five or less (providing the opposing vehicle is stationary). If you're fighting something large or very large and/or getting point blank or armor leader modifiers then life is good, but bear in mind:

1 Firing while moving doubles the lowest of the two dice you roll to hit with (C5.35), as well as the +4/+5 to hit for bounding fire.

2 Acquisition can't be gained by firing in your movement phase (C6.55)

3 Point blank bonuses for firing at 2 hex (-1) and 1 hex (-2) range only apply if both firer and target vehicles are stationary (C6.3).

Firing while moving and firing while stationary has the same to hit modifiers: +4/+5 – the difference is the doubled lower dice and the possible inclusion of point blank modifiers. It is worth stopping to shoot though, because as long as you started the turn in motion, anyone firing at you will get a +2 to hit modifier even while you are stopped (C6.1). Stopping, shooting, then starting again and moving out of LOS, to avoid your opponents prep phase shot against a stationary target is a standard tactic.

One strange wrinkle about the movement phase, the vehicle doesn't count as cover (TEM or hindrance) for anyone else, if it was in motion during the turn (D9.3) This represents the fact that in a two minute turn, the vehicle wasn't there for most of the turn. Armoured assault is an exception (D9.31) but vehicles and infantry have to start stacked together.

(Note: some late war tanks have gyrostabilizers which modify the rules stated above, but as they are very rare I've ignored them.)

Machine guns work on simpler principles: if you fire in the movement phase while stopped your firepower is halved, but if you are still moving it is quartered. ( On the D3 AFV Phase/motion fire modifiers handout).

## Defensive Fire/Final Fire

If your vehicle is in motion, then you count as a bounding firer if you decide to shoot during your opponents turn (D2.42). So if you are not already in an enemy vehicles LOS, expend that stop mp at the end of your movement phase so you can fire normally when he tries to walk up and murder you.

### MOTION, MOVING AND TO HIT MODIFIERS

#### Checklist Summary

Brendan Clark (London ASL Club)

If a vehicle begins the MPH in motion, it can be:

- a moving target (Case J applies) and Non-Stopped (Case L NA)
- a moving target (Case J applies) and Stopped (Case L applies).

If vehicle begins MPH Stopped (ie; not in motion), it can be:

- Stopped (Case L applies) and a non-moving target (Case J NA)
- Non-Stopped (Case L NA) and a non-moving target (Case J NA) \*
- Stopped (Case L applies) and a moving target (Case J applies)
- Non-Stopped (Case L NA) and a moving target (Case J applies)

\*If vehicle has expended 1 MP to start but hasn't yet left the hex



What's that? He has a King Tiger and all your shots will bounce off ... bad scenario choice there mate, can't really help...well

You could make a usage dice roll and try smoke dispensers/mortars/pots e.t.c provided you haven't fired any armament yet as soon as 1mp/1mf is expended in your LOS (D13.2)

You could make a motion attempt (D2.401) provided a) you haven't fired b) the enemy unit didn't start in your LOS. You succeed by rolling equal to or less than the number of MF/MP's expended in your LOS on a single die. This allows you to change your vehicle and turret covered arcs to present your best armor, and get the +2 moving target bonus. You can fire, but now count as a bounding firer. Timing is important, as if you fail the motion attempt roll, you can't try again that turn...leave it too late and the opposing AFV might fire first.

One last thing, your machineguns are more effective in this phase, at full FP if you are stopped, and halved if you are in motion (D3 handout).

## Advancing Fire Phase

If you delay firing until now you can gain acquisition, provided you are stopped, but at the cost of losing any ROF (C6.55 – firing in the movement phase is bounding *first* fire, firing in the advancing fire phase is bounding fire & C6.5 lose acquisition when change location). If you were in

motion during the turn, you count as a bounding firer still so +4/+5 applies (C5.3). If you were not in motion the +2 of case B applies. Machine guns are halved if stopped, quartered if moving just like bounding fire in the movement phase (D3 handout).

## Rout Phase

Vehicles don't rout obviously, but bear in mind the effects on interdiction. If your vehicles moved and stopped in this player turn, it counts as cover for the first time now (D9.3). Thus no interdiction if the routers move through the hex containing the vehicle, or if it provides a +1 hindrance to fire.

When the enemy is routing, note if you have to change your turret arc to fire that will stop you claiming interdiction (A10.532), or if you are buttoned up and only have ordnance and no working machine guns.

Infantry/Cavalry don't surrender to vehicles, they low crawl or risk interdiction instead, but vehicles still cause elimination for failure to rout if no valid rout paths exist.

## Advance Phase

Vehicles don't advance in this phase, but you can change buttoned up/ crew exposed status.

## Close Combat Phase

Close combat can occur during the movement phase occasionally (street fighting for instance) but I'm going to keep this simple. Read up on A.11 for details on how to calculate odds. Bear in mind infantry need to take a PAATC (basically a pin check) before they can advance into a hex containing an enemy AFV. Close combat with vehicles is sequential not simultaneous – with the non vehicle side going first. So its usually a bad idea, particularly with the +2 modifier to ambushes. However bypassing a hex with a vehicle to stop the defenders firing out is a common tactic – generally its best to leave your vehicle in motion so its harder to hit.

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### THE BATTLE

Operation EPSOM was the first of Montgomery's major, set-piece Normandy battles. In the closing days of June, 1944, it marked a turning point in the Normandy campaign. Before EPSOM, there remained the chance that a German counter-stroke in Normandy might seriously threaten the bridgehead. After EPSOM, the Allies retained the strategic initiative through to the liberation of France and Belgium. This was a battle in which highly trained but largely inexperienced British 'follow-up' divisions confronted some of the best equipped, best led, and most experienced combat formations of the Third Reich.

### THE SERIES

In common with other titles in the 'Over the Battlefield' series, this entirely new study brings together previously unseen evidence to present an important Normandy battle in very great detail. The unfolding action is illustrated using aerial photography of the battlefield and period Army maps supported by extensive illustrations.

### THE AUTHOR

Ian Daglish read History at Trinity College, Cambridge, where his thesis was 'Napoleon Bonaparte and the Invasion of England'. He has since written extensively about the Normandy campaign of 1944, including Operation BLUECOAT and Operation GOODWOOD for the Battleground Europe series. In addition to writing, he lectures on the 1944 campaign and leads tours of the Normandy battlefields. Ian is a marketing professional, offering consultancy and interim management services. He is married with two daughters and lives in Alderley Edge, Cheshire.



A rare SAS pink camouflage desert T-34, one of the few AFVs not found is ASL :-)







# Flame-Throwing Armour

Neil Stevens

Many years ago whilst browsing through the library at the Royal Military Academy, Sandhurst I came across an original copy of the after action review written by 79th Armoured Division at the end of their time in Northwest Europe. This division, more commonly known as “Hobart’s Funnies”, was where Britain and the Commonwealth placed the majority of its ‘special’ weapons. Such weapons were unique in their role and designation and carried the burden of requiring additional skills beyond those required from the operators of the more run of the mill equipment. This included weapons such as the Churchill ‘Crocodile’ flame-throwing tank. This document caught my attention in particular because it contained the recommendation that; after experience in France, the Low Countries and Germany, every British tank should be armed with a flamethrower. These instruments of destruction caused the resistance of even the most firmly entrenched and determined of defenders to crumble under the psychological onslaught of the knowledge that they were about to be burnt alive. The sight of tanks and armoured vehicles spewing flame was enough to send fear down the spine of any defender but the use of such weapons was highly specialised and, as we see modelled in our own gaming system, prone to be rather hazardous to the user of such weapons.

But help is at hand. If you are about to set out using such objects some hints and tips survive from the past to guide you through the tactics of the employment of such fearsome weapons. Whilst browsing through the library at the British Defence Academy in Shrivenham, UK, I came across this article written by Lt George

Bannerman, SASK LI and Technical Officer (Flame) of the First Canadian Army. I will use his words entirely:

## The ‘Wasp’ MK II and II (C)

1. The ‘Wasp’ is another weapon to add to those that the infantry already have, and must not be expected to win a war by itself. If this equipment is properly employed, it will cut down the number of casualties suffered by attacking infantry, but it must be supported by all available fire from infantry weapons, including smoke, and the infantry must follow very closely behind. In this respect the use of flame is similar to that of an artillery barrage and if the infantry do not follow closely behind, the enemy will speedily recover from his initial shock and be in a position to reply.
2. The main use of flame, in any form, is for its demoralising effect. The success of this aspect has been demonstrated on a number of occasions where the ‘Wasp’ was effective, in the sense of demoralizing the enemy, without causing apparent physical injury to him. All experience during operations in this theatre has shown that, when the enemy was confronted with flame, he invariably did one of three things; first he huddled down in his positions; or, second, he gave himself up immediately or showed a white flag; or, third, he started to run away. In no case where enemy positions were attacked by flame did they attempt to return our fire. Such casualties as have occurred to ‘Wasp’ equipments were caused by enemy weapons firing at long ranges, or by reason of the carrier running over mines.
3. In passing, it may be noted that this demoralizing factor applied also in cases where ‘Crocodiles’, with similar flame equipment, were used. One striking example occurred during the operations to secure the Channel ports. On this occasion, an operator was improperly testing the ignition of his weapon, with the result that he produced a short flash of flame approximately 10 feet in length. The sight of this flame was sufficient to induce the immediate surrender of an enemy strong-point at some distance.
4. Apart from the demoralizing aspect, the physical effect of actual burning was horrible. Enemy who were hit by a sizeable ‘shot’ of the fuel died almost immediately. If only a few blobs of the burning fuel struck a man it was possible for him to smother the flame. But if he was struck by a large blob, smothering was practically impossible and in this case the fats in the human body were literally burned up.
5. Two types of ‘Wasp’ equipment have been used in the north-western theatre of operations: the ‘Wasp’ Mk II and the ‘Wasp’ Mk II (C). The essential difference between these two equipments is that the ‘Wasp’ Mk II has its two internally mounted tanks carrying 60 and 40 gallons, while the ‘Wasp’ Mk II (C) has an externally mounted tank of 80 gallons capacity. In other respects these equipments are identical. The main advantage of the Mk II (C) is that the carrier may be used in its normal role, as the carrying space in the rear of the vehicle is still available.

Apart from occupying this space, the internally mounted tanks of the Mk II interfere with the maintenance of the carrier's motors, and thus minimize the advantage of the extra 20 gallons of fuel that are carried. Without a strong cross-wind, or head-wind, the maximum range of either type of 'Wasp' is in excess of 150 yards, although the normal effective range is 120 to 140 yards.

6. To some extent, the accuracy of fire delivered by the 'Wasp' gunner depends on the team work between the driver of the carrier and himself. Although the gunner and driver are not normally interchangeable, in cases where good team work exists the driver is sufficiently aware of the necessity of regulating the speed and motion of the carrier as to give the gunner the best opportunity for accurate shooting. This co-operation gives a 'Wasp' crew tremendous confidence in their weapon, and builds up their keen interest in the care and preservation of their equipment. Thus, on one occasion, when a 'Wasp' belonging to Essex Scottish was knocked out in a village, members of the crew went back at considerable risk to salvage the essential parts of their equipment.
7. The 'Wasp' is particularly useful against enemy positions such as reinforced earth or concrete bunkers, pill-boxes, etc., which cannot be knocked out by other weapons at the disposal of the infantry battalion commander. To get within striking distance of these positions, it is essential for the driver of the carrier to use all available ground as cover, and this cover should be supplemented by the use of smoke and the fire power of the infantry. The 'Wasp' gunner can also assist by firing his gun when still out of range, say 200 yards from the target. Even at this range, the resulting smoke and flame will give additional cover to the advancing carrier.
8. Another use for the 'Wasp' was found, the course of mopping-up operations, when isolated strong-points remained in the hands of the enemy without their former advantage of mutual defence. In these cases a 'Wasp' could be introduced without fear of fire being taken from the flanks, with the result that these positions were successfully engaged.
9. Where a concrete pill-box is

encountered, the flame of the 'Wasp' can only be successfully employed against the slits of the position. It has been found that the 'Wasp' can be fired accurately against these slits at ranges of up to 100 yards., and that, in these circumstances, approximately half of one ignited 'shot' (that is roughly , 2 to 3 gallons) will be sufficient to put the pill-box out of action.

10. The 'Wasp' may also be used against enemy occupying slit trenches in the open, when a technique known as 'Golden Rain' is employed. The gun is fired at maximum elevation, in the direction of the enemy, with the result that the rod of fuel breaks up in mid air into small, ignited blobs of fuel. Depending on the winds, this 'Golden Rain' will cover a very large area of ground. Under normal conditions the zone covered by the 'Golden Rain' extends from roughly 40 yards to 140 yards in front of the 'Wasp'.
11. In recent operations over the polder country, where a carrier was often the only vehicle that could be moved, with the enemy occupying positions on one side of the dyke and our own troops on the other, the only weapon which effectively winkled out the enemy was the 'Wasp'. The flame was fired over the dyke, and blobs of ignited fuel set fire to straw and wood covered slit trenches. In almost every case, the enemy was driven out of his positions and was immediately cut down by the fire of supporting infantry or MG's mounted on the carriers themselves.
12. PPP (plastic armour) has been found to be a useful accessory to the normal equipment of a 'Wasp' Mk II (C). The use of plastic armour gives added protection to the front and to the sides of the carrier as far back as the bulkhead separating the driver's compartment from the rear wells. This armour is a good defence against all type of fire up to 20mm armour piercing (AP) and it will even stop, or prevent the penetration of 20 mm AP at anything except point-blank ranges and normal impact. The armour can be used effectively on carriers mounting 'Wasp' Mk II (C) equipment for the reason that 500 odd pounds of PPP tends to balance the weight of an 80 gallon tank on the rear of that type of carrier. If the armour is used on the 'Wasp' Mk II, it makes the carrier nose heavy. Being very thick in appearance,

PPP also contributes to the feeling of security on the part of the driver and gunner.

13. In the light of past experience, some method of inter-communication between the different members of the 'Wasp's' crew seems necessary, as control is difficult once the 'Wasp' has been committed to action. If some efficient type of inter-communication could be introduced, reciprocal advantages would result to the crew: thus, the driver or the crew commander could indicate targets to the gunner, and the gunner or driver of the carrier could indicate targets, which have been missed by the flame, to be taken on by the Bren gun in the hands of the crew commander.

I think you will all agree with me that there is much to consider in his short but insightful article on the use of such weapons. I am sure that I can hear the sharpening of pencils as the scenario designers amongst us start to take another look at those fearsome little 'Wasps'.

Source: COPP, Terry, 'Cinderella Army: The Canadians in Northwest Europe 1944-45', (2006), University of Toronto Press

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# MY LONELY VALENTINE

Michael Davies

My Lonely Valentine is a late war scenario that pits a small lightly armed German force against Soviet Guards arriving with imported British and American Tanks. Part of the scenarios appeal is the lend lease armour has some smoke capability from smoke mortars and smoke rounds, part from the tricky board 45 terrain, and part from the German force which includes mixed quality Infantry, support weapons, a nifty little gun and a small train.

Both players will need to be familiar with wall advantage rules, & read the chapter H notes. Also important are the rules for soft skinned vehicular destruction by small arms, high explosive or close combat.

To keep this article short I'll concentrate on the attacker's options with some tips for German defenders included. This will save some duplication!

## Russian Analysis

Your objective is to eliminate all eight railway wagons (represented by eight halftracks), whilst losing less than thirty CVP. During the attack you will kill plenty of other units, this is only helpful if it makes the wagons destruction easier or helps to keep your own troops alive.

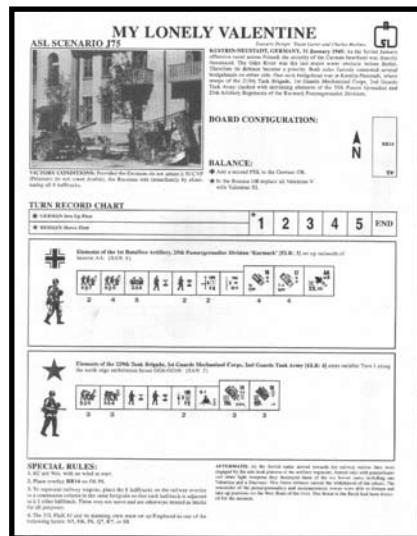
Don't forget all wagons need to be destroyed, six or seven is a good effort but wins you second place. Destruction can be by high explosive, Armour piercing, white phosphorous (if you get the balance), over run, close combat, small arms or collateral damage from German fire.

The casualty cap is fairly high. You have six squads in play plus two infantry leaders, in total these amount to fifteen CVP. Big points come from the tanks, a Valentine is worth six VP, a Sherman a whopping seven, another two are from the armour leader. Sadly the high to kill values for Panzerfaust and Panzerschreck rockets will tend to burn crews.

You can afford to lose three tanks, plus their crews and some Infantry. If your initial losses are high you may find aggressive German players actively seek to inflict casualties by targeting your armour. Keep in view recalled tanks that exit do not count against your casualty cap.

Enemy forces are fairly small and lightly armed. The heaviest weapon is a Flak 43 Gun, 37L gun with ROF 3 for AP/HE rounds, lower ROF when using its IFT attack capability. Fortunately it is limited by SSR 4 to set up at specific locations, so you know roughly where it might start the game. It must begin in open ground so is set up on board emplacement and concealed as soon as you have a line of sight to it. There will still be some mystery as to its bore sighted location and covered arc, but that shouldn't cramp your game as much as a more freely hidden gun would. Against Infantry the 12 IFT attack is very effective. Against armour the 37mm rounds have a basic to kill of 9,

subject to range modification. This can threaten your armours side or rear facing, though the front of your tanks will be very hard to defeat. At up to six hexes an immobilization attempt is more likely. The best defence against this unit is of course line of sight. Don't dance around in front of it unless you want to tease your opponent or absolutely have to, if being shot at present your thickest armour, try for smoke and if you can choose present the enemy with a small Valentine as a target not a hulking great Sherman. If you capture the gun it's well placed to shoot at the German wagons.



More of a threat to your armour comes from the German Infantry and their anti tank weapons. The enemy have six Infantry squads, plus five crews and three Leaders, also two light machine guns and a Panzerschreck (or two if Fritz gets the balance). With six squads in play you could be on the receiving end of twelve Panzerfaust shots. With a basic to kill of 31, most hits will result in a burning wreck. You can expect this to happen a lot if you park adjacent to good order German Infantry. Panzerfausts work best against same hex or adjacent targets. If you can keep the range at four hexes though they are totally harmless, even at three hexes their basic to hit is only four, against a small moving target like a Valentine you are in improbable hit territory! Count every PF shot taken, as soon as he has fired a dozen your armour can be slightly less worried about German Infantry. Panzerschrecks are more accurate out to a longer range, lethal enough with a basic to kill of 26, less likely to brew up tanks, giving your crews a chance to bail out. Sometimes PSK take lots of shots, sometime it's just one then back in the box. I'd expect to see one of the Germans spare crews using this weapon, possibly with the best German leader, (the 8-1) around to increase hit probability. Your opponent may see things differently and a squad or half squad, or even two Leaders could be

using the PSK. In close combat, squads, crews, even Leaders can try for Anti tank magnetic mines.

At short range the Germans have excellent anti tank capability, which trails off as range increases. Against Infantry, the 37mm is the most effective unit, closely followed by the two German light machine guns and squads. Of the six enemy squads only two are second line, the other four are conscripts suffering from shorter range, greater propensity to cower, increased incidence of self destruction when firing Panzerfausts and greater capability to damage or destroy support weapons by firing them. Expect the 2nd line troops to be given a larger share of support weapons and Leadership. The enemy starts with five Infantry crews, one of these will man the 37mm Gun, the other may be given the LMG and/or Panzerschreck to use. Remember crews do not cower, can self rally, and can try for Panzerfausts. Freedom from cowering makes them good LMG crews able to lay down fire lanes with near certainty.

Three Leaders for such a small force is surprising, perhaps some are Artillery officers taking an interest in the fight? There's a chance two Leaders might be teamed up to fire a support weapon, more likely they will be helping units move or rally. Don't forget conscripts have only a basic three movement factors, even when a leader is present, unless broken or berserk!

The most important part of the enemy OB is the wagons, eight in total, represented by half tracks. Four of these are normal sized targets, the others are small. The wagons start the game in a column just like a real train on the rail road overlay. I don't think it matters much which locations the enemy picks. The wagons can start the game concealed as you enter from off board, concealment is dropped as soon as you get line of sight. It's probably useful to know where the small targets are so understandably some opponents will want to start with the wagons concealed.

The whole point of the game is to destroy the wagons. All of them. HE rounds from the Sherman, AP from the Valentines, machine gun and small arms fire, close combat, overruns, and even sniper attacks can help. Realistically you need to be targeting wagons some time in your turn four to ensure their destruction by the game end. There are no special prizes for destroying everything early in the game. Worth noting the wagons are not immobilized at the game start even though they will not move. Remind any German player that starts rolling for motion there is no locomotive present, similarly wagons can overrun, & don't have inherent crews. They are pretty much on the board to be destroyed or defended.

The German SAN is four, generally this should discourage you from taking low odds attacks against troops in stone buildings. In the closing stages of the game with wagons to destroy everything should shoot. Starting

with the best Infantry attacks and ending with buttoned up armour. With a small OB, even pin results are a nuisance as loss of movement or advance capability really hurts.

Your own forces are a decent mix of high quality Infantry and lend lease tanks. The Infantry are excellent, all are elite, three rifle squads, & three SMG squads, led by an 8-0 & 9-1 Leader, with two light machine guns. It is doubtful the long range of the rifle squads will be very useful, but high morale and good firepower certainly will help. SMG squads qualify for the assault fire bonus and spraying fire option. Although both can be useful assault fire encourages aggressive forward movement by troops something of use in this scenario. Your troops are strong enough to charge into cover adjacent to enemy troops, advancing fire and then either wade into close combat or stay adjacent to make further fire attacks shrugging off enemy fire. It helps that your men have slightly higher ELR if a protracted fire fight develops, also you have more steps down to disruption than either a 2nd line or conscript German squad. You can find fault in your troops, the higher breakdown incidence for their support weapons, and lack of inherent smoke but neither of these seriously weakens your force. Don't forget human wave, it's a tactic I'm loath to use, it can be tremendously effective if you can cover the targeted enemy troops with smoke, suppress them with your own fire from other units, or draw off enemy fire power by diversions.

Your armour is made up of lend lease Shermans and Valentines. The Russians were generally disparaging of leased equipment as it did not compare favorably to a T34 or KV tank. I can't see a whole lot of difference between a T34/76 and the Shermans in game terms, whilst a Valentine is as good as any of the small Russian light tanks. On the downside both allied tank types are slow, this is partially offset by better to hit numbers, and smoke capability. If you ignore the smoke capability you'll have a much harder game. Both the Sherman and Valentine V have a smoke mortar, SM8 on the back of the counter. The D13.32 rules are well set out and explain the use of the weapon. The usage roll is modifier for being buttoned up, motion and/or turret movement, if successful you place dispersed smoke between one to three hexes from your vehicle. This reduces the effectiveness of enemy return fire and helps to cover your movement. There is no guarantee you'll place smoke, but when you do you can exploit the event. For example the +2 for smoke combined with a small target size and vehicular movement gives a +5 to enemy direct fire. As well as smoke mortars, your Shermans carry smoke rounds for the 76mm guns. This is S9 by virtue of you being guards. You can't fire the gun for smoke first then try for a smoke mortar round, it's an option in advancing fire though and similarly defensive fire. 76mm rounds do have a range advantage. If you get the balance Valentine XI replace the Vs', with better guns, white phosphorous ammunition and a slightly less effective smoke discharger in place of the mortar. Sorry to go on a bit, has to be stressed the big gain from your Shermans & Valentines over domestically produced Soviet Vehicles is

## SMOKE!

As well as smoke your six tanks have a direct fire combat role, fire from their main guns, machine guns and their use in overruns threatens enemy Infantry, wagons and even the gun. The Shermans' have a good main gun, and decent machine gun armament, a Valentine V is a cut below. It has less machine guns and it's smaller gun is limited to Armour piercing rounds. This isn't really offset by the 40L better rate of fire. When your fire mission is to kill enemy unit's the Sherman is better, but to discourage enemy units from staying in a location merely being shot at by a Valentine can be good enough to encourage flight.

Obviously the Germans will fight back, with Anti tank rockets, AP rounds from the Flak gun, and even close combat if you get close. The 37mm gun needs to be lucky to destroy, immobilize or shock your armour, don't allow this to happen by suppressing the gun, destroying it or making yourself the worst possible target. Rockets are considerably more lethal, to be hit an enemy unit must be within three or four hexes making range the best defence. If you must be within range of an enemy Infantry unit able to fire at you, try to reduce the chances of a hit by movement, smoke, or target size. Remember a Sherman is a large target, a Valentine is a small one, if you have to expose a tank the smaller one is generally the better option and if destroyed will cost less VP.

I'd put the armour Leader in a Sherman, keep everyone buttoned up throughout the game, and break these rules if something unusual happened!

Haven't mentioned your sniper yet, as a SAN of 2 makes activation unlikely. Take whatever you can hit, if target selection is an option the most valuable enemy unit is likely to be the Panzerschreck, closely followed by the gun, LMG crew, any Leader, squads, then crews and half squads or pin the enemy sniper and take every silly shot you can rolling as many 4s' as you can.

To recap, you've a strong force of Infantry supported by some decent tanks with smoke Mortars and effective armament.

Part of the appeal of the ASL gaming system is the maps. It doesn't take long to set up a map board even when a few overlays are needed. Board 45 gives a good representation of a large town with a connecting rail link, complete with tree lined roads as seen in the scenario artwork. As you would expect there are paved roads, orchards, woods, walls, hedges, railways and various types of building to consider.

Roads give extra mobility to open topped vehicles, and to a lesser extent Infantry. If a road is not covered by enemy unit's a Sherman can speed over 28 road hexes, a Valentine 20. Even allowing for some covered arc changes and stopping or starting that's some distance. This can be extremely useful if you bypass the enemies front time and start attacking wagons while he spends time chasing you. Don't expect the enemy to let you travel for free, if a road can be covered with small arms fire or anti tank weapons it will be!

Enemy Infantry will be looking for

positions to set up anti tank defences. When firing rockets most buildings carry the risk of back blast, unless troops step outside briefly to shoot. One solution is for anti tank teams to instead set up in woods, perhaps orchards, and behind walls or hedges. There's allow fire without back blast or lower to hit penalties, at the expense of weaker cover and more limited protection against over run attacks. Be careful of walls on the hex sides of buildings. Here the enemy can really frustrate you by claiming wall advantage to fire ATW then ducking back into a building when your Infantry appear. Your tanks can also use walls, being hull down offers increase protection as some hits will harmlessly strike masonry.

Buildings offer the best cover against small arms fire. Generally the larger a building is the hard it is to take. The huge building in J4 offers solid cover and limited access to it's upper stories through stairwells. If the enemy decides to defend it in strength it would likely holdout to the game end, but remember your objective is to destroy the wagons not claim big buildings!

Remember you can overrun enemy troops in building. Risking a Sherman to take out a lone half squad is perhaps silly, if the enemy are present in strength the risk might be more credible. Specially if you can degrade enemy performance by the use of smoke.

Two Top tips for urban combat using tanks. Firstly plan before you move. Work out where you want to be and mentally plot movement to get there allowing for covered arc changes, smoke placement, stopping and/or starting. It's stylish to arrive at the point you want to be then stop to use your last movement point, less so to need to risk ESB. Other tip isn't really my own, for about 30 pence you can get a 20 sided dice that are good for keeping track of movement point expenditure. You only ever need one and they are very useful when you break off for a combat action or to check a rule or chart, drink arrives or something distracts you.

Perhaps the most important consideration for the attacker in this scenario is the game length. Five turns means you have to get units to the wagons and still have enough time to destroy them. The earlier you start to attack rolling stock the less units you need, and conversely trying to destroy everything on the last turn will need more units or just one really lucky one that gets rate of fire! At the very least you need units with a line of sight to any remaining wagons at the end of your last player turn.

How you attack will be influenced by German set up. Ultimately you want to destroy all the German wagons, to do so you will need to move onto and across the board for certain, and probably need to engage and neutralize or destroy some of the enemy forces, whilst keeping your own casualties fairly low.

If your opponent allows you uncontested movement onto the board, you should exploit this. Ideally ending the turn with tanks in good firing positions, and concealed Infantry threatening fire combat or further advances. This is likely to happen if the enemy are concentrated

Continued on page 18, column 3



# Living ASL

## A Jaunt Into Battlefield Reality

Ian Pollard

When Pete asked me to do a short write up of my recent trip to Scotland I began to wonder what the heck I was going to write about. I went up to the Ardnamurchan peninsular for two reasons; to play some *ASL* with Pete and primarily for a holiday.

Now I'm not one for writing AARs on scenarios, I leave that to Paul Case. If you asked me I could not even tell you which scenarios we played (although I do remember losing most of them). We played a couple of scenarios containing the Hungarians and a set of mini-tournament scenarios that will be used at INTENSIVE FIRE this year. I will tell you they are worth doing, all of them are fast and furious; but then what do you expect when it's the Japanese vs. the Americans!

Now before I carry on I can hear you saying to yourself 'I'm not suppose to be reading about someone's holiday, this is supposed to be an article on *ASL*'; please bear with me as I was to find out that the peninsular has more for an *ASL*er than even I could have imagined.

The Ardnamurchan peninsular is the most western point of the mainland British Isles and to call it rugged country would be putting it mildly (yes I know on a map Lands End looks more westerly but for the geographically challenged amongst us this island of ours tilts

to the left). For the drivers amongst you to get to Kilchoan, where I was staying, you have to drive 35 miles on a single track—heaven help you if a Sherman is coming the other way!

The area is populated—mainly by sheep and cattle—with a human population of 150, in an area roughly the size of North Kent. The terrain is moorland, marshland, hills, a few lochs and the occasional mountain—good rugged terrain for any discerning *ASL*er. Well there you have it! As *ASL*ers we all like to imagine just what the terrain our cardboard soldiers are fighting on looks like for real; and here I was driving and ultimately walking through such terrain.

One afternoon Pete and I went to Sanna Point, which has the best beach on the island (the locals refer to Ardnamurchan as an island and I wasn't going to argue with them). Behind the beach are three very high hills, which Pete suggested we climb up, over and down. Now we reckoned these hills would be, in *ASL* terms, equivalent to a first, or maybe a second level hill. There were steep slopes, craggy areas, even the odd vertical climb and a mini valley running between two of the hills, which contained a very small stream. Now imagine you were a WW2 British soldier doing training and had to do what we were about to attempt; how long would you take to do the climb? Are you fit enough (I certainly am not)? How long would it take in *ASL* terms? This was the appeal for me,

I was getting to live what I have spent the last 30 years playing—being a soldier negotiating some of the worse terrain going. Worse terrain it was too because as we went from hill to hill the ground, which looked sound from below, turned out to be soggy marsh! We stood on the second hill and wondered just what it would have been like defending one hill from an attack from the other considering how long it had taken us to traverse what was no more than about 100 yards. In the end it took us close on to two hours to travel a distance of no more than about a mile and I was physically exhausted by the end of it—oh well no army job for me!

If you get the chance I would highly recommend any *ASL*er to travel to the Ardamurchan peninsular and go for a walk across the hills, and for the bravest of you to try the mountains. There is one other reason to do so. When I was struggling to climb those hills what kept going through my mind was that during the Second World War the peninsular was the training ground for the Commando's. The whole peninsular was deemed a military encampment and the locals required military passes to enter and leave. I really was living *ASL* by being a commando for the day!

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*Above: a couple of shots of the hills we climbed, complete with barbed wire fence that had to be crossed!*

*Below: the view of Sanna from the hilltop (left), and Pete writing in the sand. Seconds later Pete's feet got soaked as the tide came in faster than he could finish writing in the sand!*





# Remembering Them

Paul Case

## Monday 4th June

We board the coach for our trip to Normandy, (known as 'The Jolly Boys Outing'). My brother and I sit at the back of the coach, where we are befriended by a bunch of loonies, the Rubery Crowd, who promptly lead us astray. Naturally, this bunch start with the booze, but I manage to hold out until the ferry.

Crossing the water, I have my first, but not last, beer. More beers on the coach to the first hotel, at Rouen. I have been to Normandy before, when I was about 10, but that was a school exchange trip, not a battlefield tour.

## Tuesday 5th June

After breakfast, we board the coach. The first stop is to see the Tiger 1 at Vimoutiers, then it's on to the Mount Ormel Memorial and Museum, and with the weather not being at it's best, no great pictures. Next, we head for Falaise, and then take our lunch at Hill 112 (of special interest to me), site of the 43 Wessex Division's first battle with Hitler's mob.

Then, on to Fontenay-le-Pesnil Cemetery, where I take a photo of a British grave and a German grave, both of which are unknown soldier's graves.

Then on to Caen, and our hotel for the remainder of the tour.

## Wednesday 6th June

First stop is Merville Battery, and then it is on to the Airborne Ceremony at Renville. next, we go to a famous site, Pegasus Bridge, which you might of heard of! I believe that one of our party landed in the second glider, John Tomer. Next, and we are off to play on the beach, Sword Beach to be precise. This is where Ken Hill landed on D-Day, 1st KOSB, part of 3rd Division. He chickened out of a re-enactment though! Then it was off to Eremenville Cemetary, for Ken to pay his respects to long lost friends.

Next, and it's off to a VERY windy Arramanches, to see the remains of the Mulberry Harbour. Whilst there, we saw a French Bagpipe band!

Then it's off to Bayeux Cemetery, and looking at all those graves, certainly makes you think!! Off to Cambes Wood Cemetary for our Act of Remembrance, where my brother read out a list of people that the members of the tour wished

to remember, and where I was told that I read it very well! Ken and Steve then laid wreathes at the KOSB memorial.

## Thursday 7th June

First stop is La Cambe German Cemetery, where the grave of a certain Micheal Wittmann is, with the rest of his crew. Then we go to Granges, where we see a plaque for the US Paras and French civilians killed at the village. Next, on to Ste Mere Eglise, where I meet Ken Stovey, a veteran of 112 Fld Regt RA (part of 43 Div), and we had a good chat. A short stop at Brecourt Manor (*Band of Brothers* fame).

Utah beach is our next stop, and then to Omaha. Here is where Theodore Roosevelt Jr, Medal of Honor, is buried. Also, Preston T. Niland and Robert J. Niland are buried here, these two are the inspiration behind the film *Saving Private Ryan*. And, this is where I photo an American unknown soldier's grave.

## Friday 8th June

Leave the hotel, and the first stop is

Amfreville, where there is a Memorial to the 1st Special Service Brigade. these men held the left (East) flank of the Bridgehead. John Toner was also on this flank, with the rest of 1st Airbourne Div. Next, it was to the Toarn Bridge, where a group of Paras blew the bridge after a VERY hairy jeep ride.

Back to the ferry, and good old Blighty. Next year, I hope to go again.

Due to the following crowd, I was unable to make this a non-alcoholic trip:- John Warrall, Laurie Ganderton, Ken Hill, and his son Ian Hill, otherwise known as 'The Rubery Mob'.

My thanks go to every-one on the tour for a great time (including 'Medicine', a large Rum and Coffee, 2 of which were consumed each morning!).

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Standing L to R :- Ken Hill (1 KOSB), Steve Wickes (1 KOSB), Derek Moore (RA), William Southerland (KOSB), in wheelchair is John Toner (LI).



# TUMBLEDOWN

## The Ultimate AAR: Falklands 01 - Tumbledown

Steve Cocks

### THE SCENARIO

Night assault against heavily fortified positions stretching across a barren mountain.  
British - Argentine  
14 Hours  
Board 9 (no building, no roads, no vegetation)

### British Advantages

NOBA  
80mm OBA Mortars x 2  
105mm OBA Artillery  
Length of the night

### British Disadvantages

Snow  
Low Visibility  
Wind  
Numerous Bunkers  
Minefields  
Argentine SAN 7  
Enemy 105mm OBA Artillery  
Enemy 155mm OBA Artillery  
Enemy 120mm OBA Mortars

### Analysis

I was an 18 year old LCPL serving in the Royal Army Pay Corps attached to 2nd Bn Scots Guards, part of 5 Brigade.

The journey South was a blur of training as we tried to cram in as much as possible and eventually we cross decked to the Canberra in South Georgia ready for the final leg to the Falklands. The constant smell of aviation fuel, helicopters buzzing around, the ships of the Royal Navy surging through mountainous seas and the constant stream of news over the BBC World Service made for a heady atmosphere and by the time we arrived in Falkland Sound and started being loaded into the landing craft we were very fired up.

Three days after landing we were moved over night to Bluff Cove in HMS Fearless where after a horrendous 8 hours spent bobbing up and down in an open landing craft we eventually made it to dry land and were able to take over the positions of 2 Para who had been flown in earlier. It seemed appropriate that we should wade ashore on June 6th.

There then followed a week in which the noose around Port Stanley was tightened and the British forces moved troops around in preparation for the final push. It was during this time that the two ships Sir Galahad and Sir Tristram were bombed and our sister battalion of the Welsh Guards was hit. At the time we had no idea of the horrors of what we witnessed as our attention was firmly fixed on trying to shoot down the Argentine jets that flew over our positions. However later that evening some of the events drifted back to us as elements of the Scots Guards had helped with the rescuing of troops from the doomed ships. A couple of weeks later I walked over to Fitzroy and looked at the ships as they had been run

aground on the shore. They had had huge holes in their superstructure and had literally melted. On the night on June 11th 3 Para assaulted Mount Longdon which we could clearly see from Bluff Cove. The night sky lit up with tracer and flares and the ground quivered with the aftershock of artillery, mortars and shells from ships offshore. All we could think of was that we were next though just what this meant we had no real idea.

Two days later it was our turn.

The Battalion was lined up in sticks of 8 and as the helicopters landed we leapt aboard and were whisked up to Goat Ridge. The Argentine forces had heard the movement of troops but had no direct line of sight as by this time they had lost their observation posts on the mountains around us.

However shells landed amongst us all day but as they weren't directed their effect was random. We suffered our first casualty which in typical Army humour was laughed off as it involved one of the tough sergeants getting shrapnel in the buttocks.

As dark fell we moved up to the start line in battle order, literally a white tape pinned to the ground, like the start of a race.

I carried a stretcher, a rifle, 100 rounds of ammunition for my rifle and 1000 rounds for our machine gun. Shell dressings were in every pocket and pouch and I carried a sleeping bag, not for sleeping but to keep wounded warm. My designated role was once the fighting started I was to look after the walking wounded.

We moved onto Tumbledown sometime after 10pm on the night of June 13th in the middle of a snow storm. It was a silent approach, as in there was no pre bombardment to warn the defences, and the first objective was seized with no fighting. As the second objective was approached the attack went "noisy" as the Argentine 5th Marine battalion at last realized they were under attack. War has distinct sounds and smells that stay with me today, the smell of cordite, blood on wet grass and human excrement. The deafening thump of mortars, artillery, naval bombardment, hand grenades, machine guns and the shouted commands as men worked their way through the rocks towards the enemy. It was all very confusing and all you could do was hug the ground and make yourself as small as possible in the hope that somehow this would improve your chances of not being hit. Sometime later I was called to the head of the company and along with a few of my comrades we went forward into no-man's land to recover some wounded. However we never did find them in the darkness as our movements attracted the attention of some snipers who pinned us down for what seemed hours. To add to our discomfort our own troops hadn't been told that we had gone forward so they mistook us for enemy so they also started firing on us. The bullets zipped all around me and I could feel the air ripple, these weren't random rounds but deliberately aimed and I just knew that I was being targeted. I just froze and hugged the ground playing dead hoping the sniper would lose interest which after a minute or so he did. Next thing I knew mortar bombs starting to land around us and we were all showered with bits of gravel and hot shrapnel, luckily none of us were hit but it was

very disconcerting as the rounds were landing no more than 4 to 5 meters away at times. All that was saving us was the soft ground as the mortars buried themselves deep before exploding.

Dawn started to approach and still the objective for my company hadn't been taken. We had to attack and quickly otherwise daylight would see us exposed on the side of the mountain in full sight of Argentinean forces in Stanley. The company moved into assault positions, weapons were readied, bayonets fixed and ammunition for the machine guns piled up. Just then there was a big bang no more than 3 meters to my left. In the silence that followed the desperate cries of one of my comrades could be heard. He had had part of his leg blown off and was crawling around in the dark moaning and crying out looking for his leg. The effects on the rest of us waiting to attack wasn't good so an officer yelled for him to shut up, something I don't think anybody would have been capable of doing. In the end he was given morphine and volunteers were called for to carry him off the mountain.

Dawn came and into the half light we launched our assault. It was utter mayhem and the noise was deafening and in what seemed no time at all the Argentines were thrown out of their last positions. All I remember of that final assault were the frantic commands being yelled and of myself crawling around collecting ammunition for our machine gun. Our gunner hammered away until the barrel glowed red hot and had to switch to a new one. My job of being in charge of walking wounded was no longer needed as we realized that anybody wounded tonight wasn't going to walk off this mountain. Our company casualties were relatively light with nobody killed though some were horrendously wounded. Men in my company were awarded gallantry medals for their actions and it is often repeated in many histories of the Falklands that the Scots Guards on Tumbledown fought the best troops the Argentines had to offer and that victory was the hardest one, but it hadn't been cheap for as a battalion we lost 8 dead and 41 wounded.

There is hardly a day that goes by that I don't think about the Falklands.

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### THE TRENCHES



# "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. Where a date (in dd mm yyyy format) is shown at the end of each entry this indicates when it was last confirmed.

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Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11/12/1998)  
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (07/08/2002)  
Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (13/04/2000)  
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/2000)  
James Crossfield, Hughcroft, Church Hill, Buckhorn Weston, Gillingham, Dorset, SP8 5HS (06/02/2007)  
William Roberts, 1 Kln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR (23/10/1998)  
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (23/10/1998)  
Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29/04/2001)  
Nick Carter, 13 Oak Tree Court, Uckfield, East Sussex, (22/05/2007)  
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (29/10/2004)  
Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex, (18/02/2007)  
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE  
Mark Furnell, 123 Roycroft Avenue, Thames View, Barking, Essex, IG1 0NS (15/02/2007)  
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31/07/2001)  
Kevin Gooley, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17/02/2001)  
Keith Graves, 91 Humbar Avenue, South Ockenden, Essex, RM15 5JL  
Ray Jennings, 57 Wheatfield Way, Chelmsford, Essex, CM1 2QZ

(09/10/2004)  
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA  
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19/08/2002)  
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15/08/2000)  
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP (22/03/1997)  
Nigel Ashcroft, 5 Gramsere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20/03/2003)  
Keith Bristow, 11 Coltsfoot Drive, Waterlooville, Hampshire, PO7 8DF (23/09/2001)  
Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN (31/10/1999)  
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (23/10/1998)  
Chris Netherton, 36 Eungar Road, Whichchurch, Hants, RG28 7EY (31/10/2004)  
Tim Bunce, 33 Ryder Court, Newport Road, Aldershot, Hants., GU46 6NZ (19/03/2005)  
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (31/10/2004)  
Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW (06/02/2007)  
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA  
Mike Brewer, 6 Goldsmith Way, St Albans, Herts, AL3 5LG (01/03/2002)  
David Ramsey, 41 Twin Foxes, Woolmer Green, Knebworth, Herts, SG3 6QT (02/03/2002)  
Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL (31/10/1996)  
Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2 (19/09/1996)  
Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (23/01/2004)  
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY  
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessele, Humberside, HU13 0NA  
Sam Prior, 125 Global Apts, Patriotic Place, St Heliers, Jersey (27/10/2005)  
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/1999)  
Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, BR3 1QG (19/06/1999)  
Ian Pollard, 19 Doria Drive, Gravesend, Kent, (15/02/2007)  
Aaron Sibley, 13 St Paul's Close, Swanscombe, Dartford, Kent (31/03/2004)  
Carl Sizmur, 53 Singlewell Road, Gravesend, Kent, DA11 7PU  
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)  
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26/07/1998)  
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12/12/2006)  
Ulric Schwela, 1 Melling Mews, Archery Gardens, Garstang, Lancashire, (06/02/2007)  
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, (03/02/2007)  
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, LA1 3HB (19/03/2005)  
Adrian Maddocks, 52 Beech Road, Halton, Lancaster, Lancs, (05/05/2007)  
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN (31/10/1996)  
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., (15/02/2007)  
Trevor Edwards, 11 Thirlmere Road, Preston, Lancs., (28/12/2006)  
Arthur Garlick, 23 St. Annes Road East, Lytham St Annes, Lancs., FY8 1TA (04/05/1998)  
Jeff Hawarden, 9 Laburnum Road, Helmsshore, Rossendale, Lancs., BB4 4LF  
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08/03/2002)  
Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (16/09/2002)  
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/2000)  
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG (24/03/2004)  
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23/10/1998)  
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15/11/1996)  
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (10/11/2000)  
Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28/05/2005)  
Julian Blakeney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21/10/1998)  
Lee Brimmicombe-Wood, 49 Edgecombe House, Whitlock Drive, Southfields, London, SW19 6SL (31/10/1999)  
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04/05/2004)  
Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25/09/2009)  
Chris Courtier, 17b Hargwyne Street, London, SW9 9RQ (23/10/1998)  
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/2001)  
Martin Edwards, 127 Pepsys Road, London, SE14 5SE (02/09/1999)  
Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ (24/04/2003)  
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25/04/1999)  
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Simon Horspool, 188 Leahurst Road, Hither Green, London, (03/08/2007)

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Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26/03/1999)

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Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21/07/2001)

Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10/03/1998)

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Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ

Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA

Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA (02/08/1998)

Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 bEW (17/01/2007)

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Steve Balcam, 1 Cornwall Street, Cotingham, N. Humberside, HU16 4NB (01/01/1996)

Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12/02/2002)

Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09/05/2005)

A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13/12/1998)

Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT

Michael Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YY (12/03/2002)

Chris Bunyan, 89 Halleroft Road, Retford, Notts., DN22 7PY (17/10/1998)

Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD

Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28/09/1998)

George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ

L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA

Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26/03/2002)

Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14/09/1997)

Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (19/03/2002)

John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23/10/1998)

Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR

Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10/12/2004)

David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (27/06/2001)

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Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (19/03/2005)

John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23/10/1998)

Robert Seoney, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19/03/2005)

David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/2000)

Martin Barker, Tradewinds, Wrattling Rd, Haverhill, Suffolk, CB9 0DA (29/12/2006)

Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (19/03/2005)

Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (06/02/2007)

Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/1999)

Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17/03/1997)

Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/1996)

Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (23/06/1999)

Perry Tatman, 6, Foxley Close, Blackwater, Surrey, GU170JZ (02/08/2007)

Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (27/09/1998)

Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (28/01/2006)

Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4RB (28/01/2006)

Steve Jones, 90 Biddick Lane, Fattfield Village, Washington, Tyne and Wear, NE38 8AA (04/04/2005)

Garry Cramp, 25 Fernedale Road, Hall Green, Brimingham, W. Mids, B92 8HP (31/10/1996)

Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS

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)

Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN

Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG

John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08/05/2005)

Kevin Croskery, 4 Beechey Way, Cophthorne, W. Sussex, RH10 3LT (10/09/2002)

Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18/06/1999)

Ian Kenney, 53 Withean Crescent, Brighton, W. Sussex, BN1 6WG

John Truscott, 28 Bracken Edge, Leeds, W. Yorks, LS8 4EE (21/11/1998)

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)

Tim Collier, 71 Kinross Road, Leamington Spa, Warws., CV32 7EN (09/05/2005)

Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warws., CV23 0DE (06/01/2004)

Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30/03/1999)

Ben Kellington, 12 Clayton Fields, Hhuddersfield, West Yorkshire, HD2 2BA (21/04/2007)

Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilt.s, SN8 4DS (31/10/2003)

Adrian Catchpole, The Maling Barn, Top Lane, Whitley, Melksham, Wilt.s, SN12 8QJ

Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilt.s, SN14 8GQ (06/12/1998)

Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08/07/2005)

Stuart Brant, Flat A, 1186 Evesham Road, Astwood Bank, Redditch, Worcs., B96 6DT (28/01/2002)

## Finland

V. Hilden, 12A5 Huuilaakatu, Fn-00150 Helsinki (31/12/1994)

Tuomo Lukkari, Haukilahdenkuja 7A8, 00550 Helsinki (25/02/1999)

Eero Viherasaari, Itäinen Pitkäkatu 50 A1, 20700 Turku (25/02/1999)

Tommi Kangasmaa, Vaakate 3 G 66, Helsinki, 00440 (06/02/2007)

## France

M. Adda, 7. Rue Claude Guy, F-94200 Ivry-sur-Seine (31/12/1994)

D. Angeli, Valrose Quai des Plateries, F-77920 Samoisi (31/12/1994)

P. Anselin, 96, Avenue Corniche Fleurie, F-06200 Nice (31/12/1994)

Jean-Luc Baas, 5, Rue Robert Lavergne, F-92600 Asniere (31/12/1994)

J. Baudoux, 17 Rue de Bapeaume, F-59000 Lille (31/12/1994)

F. Berry, 104, Rue de Gossicourt, F-78200 Mantes la Jolie (31/12/1994)

A. Bert, 3. Square Montpensier, F-91380 Chilly-Mazarin (31/12/1994)

Francois Boudrenghien, 195 rue de la liberte, F-59650 Villeneuve d'Ascq (06/12/1998)

Michel Boulekfouf, 3 Chemin De Liemery, F-08170 Haybes (12/11/1997)

D. Bous, 2/20 Rue J-B Clement, F-59000 Lille (31/12/1994)

Philippe Briaux, 51 rue Darcu, 75014 Paris (15/05/2000)

A. Bureau, 10, Rue de Nassistvet, F-44200 Nantes (31/12/1994)

J. Charroin, 120, Grand Rue, F-45110 Chateaufeu (31/12/1994)

Laurent Closier, Le Franc Tireur, F. 6 rue Consell, Appt 5, 29200 Brest (01/04/1997)

P.F. Daniau, 28 Rue du Docteur Legay, F-59110 La Madeleine (31/12/1994)

L. David, 1, Rue des Millepeules, Appt 32, F-33700 Merignac (31/12/1994)

Y. Dejoncke, 42, Grande Rue, F-91620 La Ville Du Bois (31/12/1994)

J. Depotte, 19, Rue Darnel, F-62100 Calais (31/12/1994)

Jean Devaux, 16, Bld Barbes, F-75018 Paris (31/12/1994)

O. Dietsch, 4, Route de Colmar, F-67600 Selestas (31/12/1994)

Philippe Duchon, 5 rue Neuve, 33000 Bordeaux (15/12/1996)

P. Franque, 21, Bld Paixhans, F-72000 Le Mans (31/12/1994)

G. Gardeur, 25, Rue Maurice de Broglie, F-51000 Chalons (31/12/1994)

E. Gaubert, 2, Chemin des Pres, F-78430 Louveciennes (31/12/1994)

C. Ghesquier, 57, Rue des Sports, F-59280 Armentieres (31/12/1994)

S. Graciet, 136, Bvd Magenta, F-75010 Paris (31/12/1994)

P. Guet, 11, Rue Edouard Herriot, F-74300 Cluses (31/12/1994)

R. Guettier, 16bis, Rue de l'Abbe Gregoire, F-92130 Issy les-Moulineux (31/12/1994)

E. Guilloux, 11, Rue Victor Basch, F-78210 St Cyr L'Ecole (31/12/1994)

S. Hadjaje, 5, Place de l'Eglise, F-78113 Bourdonne (31/12/1994)

Olivier Irsson, 43 rue du Caire, 75002 Paris (15/05/1998)

L. Jassaud, 27, Av. Malmausena, F-06000 Nice (31/12/1994)

N. Keteles, 23, Allee de la Cerise, F-59700 Marcq enBaroeul (31/12/1994)

R. Lagache, 13, Blvd Vauban, Appt 3, F-59000 Lille (31/12/1994)

J.C. Lahalle, 6, Rue de la Brogue, F-67000 Strasbourg (31/12/1994)

J. Lasnier, 1161, Les Palombes-Le Hamois, F-51300 Vitry (31/12/1994)

David Lindelhof, 17, Le Prieure, F-01280 Prevessin (20/04/1999)

F. Loyer, 18, Rue Barbarin, F-17700 Surgeres (31/12/1994)

Mallet, 117, Rue du Bief, F-74210 Favergette (31/12/1994)

F. Marchal, 5, Allee des Besanconnes, F-78430 Louveciennes (31/12/1994)

P. Martin, 3C, Rue du General Leclerc, F-91230 Montgeron (31/12/1994)

Alex McCusker, Route de la Telecabine, F-01170 Crozet (17/06/1999)

O. Merlier, 34bis, Avenue du Colisee, F-59130 Lambersart (31/12/1994)

C. Millet, 108, Rue Juive, Le Buisson Perron, F-49400 Villebernier-Saumur (31/12/1994)

A. Mltenre, 8, Allee de la Belle-Feuille, F-91370 Verriere (31/12/1994)

T. Monnier, 20, rue de Buci, F-75006 Paris (31/12/1994)

F. Morice, 6, Rue des Alouettes, F-89300 Joigny (31/12/1994)

Bruno Nitrosso, 227, Boulevard Voltaire, F-75011, Paris (15/12/1996)

Gehres Patrick, 9 Rue de Voulangis, 77580 Villiers Sur Morin (25/07/2005)

A. Plait, Jasna-Le Coin, F-72220 Marigne (31/12/1994)

B. Rey, 53, rue du Gal de Gaulle, F-22730 Tregastel (31/12/1994)

J. Rey, Chemin des Carrieres, F-84700 Sorgues (31/12/1994)

J. Robson, 139, Rue du Gurd, F-28630 Le Coudray (31/12/1994)

Philippe Rohmer, 12, rue d'Alsace, 95130 Franconville (13/01/1999)

A. Seydoux, 7, Rue de la Chaise, F-75007 Paris (31/12/1994)

M. Tulef, 53, Rue du Marechal Lyautey Bat C4, Appt. 262, F-59370 Mons-en-Bar (31/12/1994)

P. Vaillant, 2, Rue Victor Hugo, F-591589 Marcoing (31/12/1994)

P. Valent, 99, Rue du Florival, F-68530 Buhl (31/12/1994)

O. Vallois, 11, guai de la Citadelle, F-59240 Dunkirk (31/12/1994)

C. Vandenbosch, 74, rue du Chene Houpline, F-59200 Tourcoing (31/12/1994)

Xavier Vitry, Les Ombrages - Bat C, F-83300 Draguignan (31/12/1994)

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If there are any mistakes, please let me know so I can correct them for the next edition. If you have Internet access you can also correct your details on the VFTT web site at [www.vftt.co.uk/aslers.asp](http://www.vftt.co.uk/aslers.asp) - contact me if you need your user name and password to do so.

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## MY LONELY VALENTINE

Continued from page 12

close to the trucks in a defensive hedge hog. Moving on without casualties can be a good start, don't forget to give some thought to the next turns movement.

Another option for your opponent is to oppose your entry with a wall of units as close to the board edge as possible. Counter by moving to engage as much of the line as you can comfortably destroy, then engage the rest as it withdraws.

Perhaps the most likely defence is one that contests all movement by small packets of troops. Forcing you to decide between delay and casualties. Expertly done the defender could steadily lose units at a faster rate than yourself, but leave you too far away from the last wagon to earn a win. You'll still have a fun game but I guarantee you'll enjoy it more if you can complicate the defenders job by a few clever tactics of your own.

Make the best possible use of smoke. Accepted a moving vehicle needs some luck to place it, when they do one or more enemy units are partially blinded whether attacking your armour or Infantry. When you do attack hit targeted units with everything. They should be shot at by tanks machine guns and main armament, hit by advancing Infantry fire, & threatening with or subject to close combat by an overwhelming infantry force. If the defender is a crew, half squad or even a full conscript squad, an SMG squad should be enough to tie them up in close combat for a couple of turns and likely destroy them.

If you are exchanging units, and gaining

Continued on page 19, column 1



VIEW FROM

# ON THE CONVENTION TRAIL

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

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

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

## 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 [dama@alltel.net](mailto:dama@alltel.net). Check out the web site at [www.aslok.org](http://www.aslok.org) for the latest details.

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## MY LONELY VALENTINE

Continued from page 18

ground at a favourable rate the game will continually tilt in your favour. As it does the defenders will start to do increasingly desperate things. Risking back blast, assault moving into the open to get a better PF shot, Intensive firing the gun, or being really aggressive with Leaders are generally signs of desperation or low morale. This doesn't mean you have won, but does indicate your opponent thinks you are winning! Enjoy the moment then concentrate on your game plan to destroy wagons and don't convert the mission into frustrating all of your opponents attacks.

You will have to hurry to get to the trucks and destroy them. Even when you've played well, been lucky, and perhaps had some help from your friendly opponent the time needed to destroy the wagons keeps you under pressure till the game end.

## Conclusion

I greatly enjoy East front actions, particularly anything with a slight twist. It's unusual for both Shermans and Valentines to be present in a Russian force, and a nice touch that each is useful in a slightly different way. Both provide smoke, the Sherman can be an infantry killer, the Valentine is less of a direct threat, doing more by manoeuvre close to enemy Infantry. To win the Russians need to exploit the armour, and the differing strengths of their Infantry force.

Expect some anxiety when wagons start being destroyed. Both players will be watching the tally, with the majority of games going the distance. It's possible to finish before turn five, but it will not happen very often.

Set up is very quick, a complete game could be between one and two hours, I'd love to play this one at either HEROES or INTENSIVE FIRE.

## 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@vft.co.uk](mailto:if@vft.co.uk). For up to date information check out the UK *ASL* tournament web site at [www.aslturneys.co.uk](http://www.aslturneys.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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# LASL

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L o n d o n ' s  
Advanced Squad  
Leaders

London's Advanced Squad Leaders (LASL) welcome ASL/ASLSK players or potential players. If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating.

We usually meet on the second Saturday of each month from 11am and play till the games are finished! However, the next meeting will be the third Saturday in September - 15th September.

LASL's venue is located near Chancery Lane tube station (central line) in central London. It's quiet and has ample space for 16 players.

If you want to come along send your name and contact details to [brendan@doubleone-online.net](mailto:brendan@doubleone-online.net) at least 48 hours beforehand. Precise venue details will be sent to you.

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## THE TRENCHES



# 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).