IN THIS ISSUE

INTENSIVE FIRE 2007 - all the ASL action from Bournemouth

LOS AND BLIND HEXES - blind hex calculation aide

FORTIFICATIONS IN ACTION - some tips on usage

RALLY POINT 2 - review of the latest Scherpunkt magazine
Hello and welcome to the latest issue of VFTT.

When I started laying out this issue, I was a bit worried about how I would fill it. Luckily I was able to get a couple of small articles from various folks and used a few more photos than normal for the INTENSIVE FIRE 2007 report. But I am gravely short of material, and won’t be able continue producing VFTT soon if I don’t get a steady flow of articles throughout the year. There are several new products coming out in the next few weeks, so reviews of those wouldn’t go amiss. There are some 3000 scenarios, and most of them haven’t had an analysis done yet. There are 100s of pages of rules to examine, ranging from air support, to night, to bocage, to the PTO, caves and seaborne assaults, that are ripe for “How to” articles or play aids. Even brief historical articles, or humorous pieces (remember Mark Nixon’s “They Shall Be Playtesters” or the ASL Manual!) can be considered.

The future of VFTT is in your hands, so if you want it to have one, get out your pen and paper, or your word processor and send in your contribution. You know it makes sense….

See a few of you in Blackpool in March. ‘Til then, roll Low and Prosper.

Pete Phillipps
**MMP IN STALINGRAD**

Shipping now is *Valor of the Guards*, the seventh historical module for ASL, which covers the battle for the Central Railway Station in Stalingrad in September 1942. The $65 module contains two 22”x32” full-colour mapsheets, three countersheets, a rules chapter with all the rules required for both scenario and campaign games, 17 scenarios and up to four Campaign Games along with three 8”x11” Player Aid/Roster cards.

**BOUNDING FIRE RESUMES**

Bounding Fire, publishers of the *Hell On Wheels* pack, have resumed publishing with the release of a new pack *Into the Rubble*. Designed by Chas Smith, the pack contains eight scenarios ranging from 1938 to 1945 with a variety of forces including American, Chinese, German/ SS, Hungarian, Japanese, Nationalist Spanish, Republican Spanish, Romanian and Russian. In addition there are two 8”x22” geomorphic mapboards, printed on heavy card stock, depicting city and railroad yard terrain (BFP A, BFP B), two overlays (one depicting a rubble city, the other a large Factory), and one sheet of Debris overlays. Priced $40.00 including shipping and handling ($45 for non-US orders), it can be ordered using PayPal from [www.heatofbattle.com](http://www.heatofbattle.com), or by mail from Steve Dethlefsen, 525 Gold Lane, Lake Forest, IL, 60045-2114.

**HEAT OF CRETE**

*Kreta - Operation Merkur* is a new module from Heat Of Battle covering the German airborne invasion of Crete in May 1941. Designed by Shaun Carter, Andrew Hershey, Derek Ward, Michael-Hastrup-Leth, and Magnus Hindsberger, it featured a 56”x40” historical map of the Maleme battle area (drawn by Tom Repetti), 120 counters, 17 scenarios (7 on the historical map and 10 on geomorphic maps). Priced $65 including shipping and handling ($72 for non-US orders), it can be ordered using PayPal from [www.heatofbattle.com](http://www.heatofbattle.com), or by mail from Steve Dethlefsen, 525 Gold Lane, Lake Forest, IL, 60045-2114.

**CRITICAL HIT IN KOREA**

Coming soon from Critical Hit is *Escape from Chosin: Toktong Pass 1950*, which deals with the Toktong Pass battles from the Korean War. Inside the $69.95 module are two countersheets representing all the SMC, MMC counters, AFVs and guns needed to play the 16 scenarios in the module, a large historical game map on heavyweight stock, new rules and a Platoon Leader CG.

In addition, the first two issues of *Critical Hit* magazine have been reprinted. Priced $15.95 each, each issue features revised counter artwork and all the scenarios are printed on carstock (as well as inside the magazines as they were originally), and a sheet of leader counters.

CH have also released an updated version of the *Baraque de Fraiture* module, originally produced by Front Line Productions, which features a new map based on on-site research by Pedro Ramis and Brian Martuzas. Priced £39.95, it is available now.

**BUNKER IN STALINGRAD**

‘Commandos Hold Fast’ sees British Commandos holding an Italian Olive Groves from an assault by Panzer Grenadiers from the 16th Panzer Division, while ‘Murphy Go Help the British’, which is also set in Italy, has the Americans attempting to wrestle the heights of boards 9 and 15 from the Herman Goering Division. The third scenario, ‘Shock at Kamenewo’ of boards 9 and 15 from the Herman Goering Division. The third scenario, ‘Shock at Kamenewo’ is an Eastern Front action featuring Russian infantry and armour (the latter setting up HIP) bursting out of the woods to break through the defending 4th Panzer Division.

Also inside will be a look at the monster scenario ‘The First Bid’ from the new *Valor Of The Guards* module, while Carl Nogueira will focus on the urban battlefield in Stalingrad with elements of RB and VoG being examine in an ongoing series of tips.

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 1-25. A complete set of issues 1-24 and a subscription for issues 25-28 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 Pinkflyodfan1954@aol.com. You can email them at asl bunker@aol.com.
INTENSIVE FIRE 2007

Pau Case

Bournemouth again, and another try at this stupid game that we all seem to love. This is going to be a bit different from the Gun-Pit’s usual crap, by concentrating on friendly (if there is such a thing?) games. I hope to do a bit of play-testing for Shaun, on his Kohima module. As you may know, my Step-Father served in India and Burma during the war, so this is a module I will buy, when it eventually comes out.

Wednesday

Your hero, and his passenger (your editor), arrive at the hotel about midday, followed by another early bird, Ian Pollard. So, with the recce party intact, we sample the supply situation, beer supply is ok, thank god! No games played, but beer drunk, and some sad news for some of us, the Goat is closed. Ended up talking cards with a couple of old dears who were staying at the hotel as well (they was a coach party of Darby-and-Joans in the hotel).

Thursday

No games by your hero, but two arrivals played one of Ian Daglish’s Sealion playtest scenarios. As other people arrive, games start to be played. Two Americans and one Australian are here, so, there is no excuse about distance. Get yourselves here, and join in with the fun.

Dave Schofield ran a Poker game, and with me having no knowledge of Poker, as well as ASL, I promptly won. We each put £1 in the kitty, so my prize was £5, with £2 for second (Paul Kettlewell) and £1 for third (Shaun Carters). I still can not play Poker, but hey, I won!

Friday

The minis start, with me in the Kohima playtest, but Shaun Carter has gone to the Tank Museum. So I did not get a game at first. Never mind, I can always write this crap. Despite this, I did manage to get a game, one of those Schwerpunkt scenarios involving the Japanese. Scenario ‘SP125’ ‘Nunshigum’ against Paul Legg, with me as the Japs.

Turn 1, and Paul gets the first Boxcars on his 338 PTC. One of my 237s breaks on a 4+1, not very good of them. The first CC, and his 648 kills my 447, but my guys manage to reduce him to a 338, sort of a victory. His 9-1/648 on the east edge kill my 237 spot em unit in Y1. My Mtr guys in the Fxh get themselves Pinned, and I manage to break the Mtr. More misery for me, as his Sniper kills my HMG 9-1, then I go and break the blasted HMG. This starts a trend with me.

Turn 2, and the wind picks up, yes, we have Gusts, not important with no smoke or fires around. I repair the HMG, but lose the Mtr. My broken 1/2 sqd routs and dies, while Paul’s advance continues. My part of the turn, and the gusts leave us. I manage to break the HMG again. A 447 does a 8-0 shot, and breaks his 9-1/648, while his Sniper pins one of my dummies. Always useful to have Dummies around! The 447 in AA4 breaks the 338 in AA5, thereby preventing a CC. His blasted Sniper kills another of my Dummies, and my 447 in X2 reduces. Paul rolls two consecutive Snakes at X2, and then rolls Boxcars to break his LMG.

Turn 3, and a reduced 347 goes to a 137 2nd line 1/2 sqd, and I also reduce my HMG crew to a 128, and the MMG breaks, how unusual! I have no luck with Jap MGs. HH CC in X2, and I die. In CC, I manage to roll a snakes, killing him, but also dying. Doing my usual, I fix the MMG, then I fire the LMG, breaking his 648 in T3, then shoots his 338 in U3, and promptly breaks. How unusual!! My MMG breaks a 648 next to him, then pins the 648 in Y7. My 448/LMG decide to join the war, and shoot at the 648 in X3, Casualty-Reducing it.

Turn 4, and a 648 dies in Rally, rolls a 12, old chap, and I manage to lose the HMG to a poor repair roll (6). Paul fires his Mtr with Smoke, not only losing the Smoke, but breaking the Mtr as well. His 338 in U3 pins my concealed 447 in U2. I again do the break MG thing, and my MMG snaps. The crew Final-Fire at his 648 in X6, and break them. We now have a Melee in U2, more later. Repairing my MMG, I roll a 6 and it goes up the swanny. My 9-1/648 kill a 648 with a snakes. Reflection, with only 4 MMC left, it does not look good, but I will soldier on. The guys in X3 pin the X2 guys, notes are not good at this point, so who is who I am not sure, intensity of the game. The melee guys kill each other, and the CC in X2 sees my 348 go to a 238 1/2 sqd.

Turn 5, and I get no part to this Turn. His Mtr comes back to life. One of his 338s dies in Rally (12). A 1MC from my CX 128 crew wounds and breaks his 8-0 leader. The X2 guys suffer a snakes from me, and I kill them (1-8 CC), not bad for me! But my guys die for their honour as well.

At this point, I surrender, as all of my MMC are not GO, and will not be. This makes me 0-1, but who cares, as having fun is the most important thing.

2100hrs, and Shaun Carter runs his Pub-Quiz. I am paired with Eric Gestenberg from Texas. We come 3rd,
THE TRENCHES

but I think that if we had not hurried, we would of come 1st, just my opinion, and I stick to it!! What did not help us either, was my benevolent nature, and telling Roger Cook to read the question (his team came second!). A good laugh all round, just as it should be, in my view. But beer on my part may of added to it:-).

Saturday

Being as I am playtesting, I shall not be reporting on the tournament. This morning I play Ivor Gardiner in Shaun’s Kohima module ‘For Your Tomorrow’. The scenario was ‘FYTG 1 ‘Marksmen and Marked Men’, with me as the Brits (Gurkhas) and Ivor as the Japs.

Turn 1, and Ivor enters. I do not shoot as he is too far away. In my part of the turn, I manage to get us some wind with a lovely roll of 12. Apart from that, nothing happens.

Turn 2, and my first attack is a 2MC on a 448, which reduce to a 348. My same guys in my PFPh shoot at his 9-0/448, the 9-0 wounds to a 8+1 wnd Ldr, and the 448 becomes a 348, not bad for me. My guys start shifting North. My guys in BB6 break, and are then attacked by his Ldr/Sqd/LMG combo, who rolled a snakes, K/2, and my guys die. His MMG fires at my 9-1/Crew/MMG, rolls a 3, and pins the Z6 occupants (448/MMG and 448/Mtr). I just wish I could do that in his turn. My Z1 boys (8-0,648) break to his other Mtr. My CX 338 decides to do something, and goes into HtH CC with his 8+1 wnd Ldr/348, result is a HtH Melee.

Turn 4, and my crew finally decide to Rally. My LMG guys in U5 make a 348 into a 238 1/2 sqd, who then goes and pins in Y4, by my MMG in X1. During the Jap APh, Ivor wins, but does not realise it. I sit there and say nothing, just waiting for him to click on to it. He finishes his advancing, and says “Thats my advancements”, I say “Read the Victory Conditions”. Then he clicks.

A good game, with only one fault. In the VCs, it should say ‘... any Game Turn...’, thats just my opinion. But

THE SCENARIOS

Here is the table of Scenario Win/Loss records - remember draws are used in the tournament rules:

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<td>AP21 Red Dot</td>
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<td>HS5 Restoration</td>
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<td>728 Inhumanne</td>
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<td>SP147 The Zebra Mission</td>
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<td>SP448 The Bears of St Denis</td>
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<tr>
<td>SP459 Larthe’s Charade</td>
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TOTALS 95 39 56 0

Play-testing of one of Ian Daglish’s Operation Sea-Lion scenarios - more details elsewhere.

Turn 3, and my shooting is crap in his MPh, but in the DFPh, it improves. A 648 in DD2 shoots at a 448in CC6, and rolls a 3, result K/2. The 448 Casualty-Reduces to a 238 1/2 sqd, then fails the morale check, so is now a broken 238, one of the few times I seem to manage to do that. In my PFPPh the same 468 shoots at his 9-0/448, the 9-0 wounds to a 8+1 wnd Ldr, and the 448 becomes a 348, not bad for me. My guys start shifting North. My guys in BB6 break, and are then attacked by his Ldr/Sqd/LMG combo, who rolled a snakes, K/2, and my guys die. His MMG fires at my 9-1/Crew/MMG, rolls a 3, and my crew break.

Trying to figure out the answers to Shaun Carter’s (standing, centre) pub quiz on Friday evening.
with playtesting, you can say these things to the designer. Whether or not he takes any notice, that’s a different matter! One can but try. 0-2, back to my usual great form.

Of note to you lot, was the ‘Toby Pilling Master Class’. This involves Toby giving newbies some basic aSL tuition, but not his secrets, apparently. This year, he had four players, and they played one of the Starter Kit scenarios. A big success, with it taking ages. They had managed to suss out when they were doing well, as the advice from Toby dried up the better they got, or was it that Toby was losing? Either way, this event, and the ‘Boot Camp’ run by Ian Pollard, are proving a big success for those new players. Perhaps some of the so called better players could benefit from the Master Class, I know I think I could!

Sunday
Did not feel like playing, as the old guts were starting to play up a bit, but hey, I still manage to enjoy myself. The prizes were given out, and when it came to the ‘Best Player’, two players had identical win-loss, so it was decided by ladder ratings of oppos. The title was worked out a bit differently, it being most wins in a row. On a personal level, this writer does not believe there should be a ‘Best Player’ at IF, the reason being this:- what sets IF apart from all the rest is it’s unique team tournament set up. This is not conducive

The prizes for the weekend - Tiger models for the First Division (left), Shermans for the Elite Division (right), a PzKfw38t for the best player (centre front) and a US soldier for the Guadalcanal mini-tournament winner (centre rear).

A few of those in attendance have a quiet drink on Saturday night!
NORMANDY ACTION PACK

The sixteen British stalwarts who playtested a set of scenarios on the ‘new Normandy boards’ back in 2004 might have abandoned hope. But ‘hope springs eternal’ and the Normandy Action Pack is now in the final stages of development.

Here are the scenarios we developed:
- from the British in June struggling with infantry-tank cooperation;
- and the americans in July struggling to find a way thought the ‘hedgerow hell’ of the bocage;
- to the Germans in August struggling to escape encirclement.

Fleshed-out to a total of 12 new scenarios in the Action Pack. Here too the two ‘bocage’ boards, now officially 54 and 55. Plus a third, 53, details to be revealed later. Note that Boards 54 and 55 have a novel feature: they can be joined along the ‘Q’ hexrow (the fold) as well as the ‘A’ and ‘GG’ hexrows, for a great increase in flexibility.

Also with the pack will be the results of ongoing work to clarify still further the rules on Wall advantage and bocage. My files reveal that I have been debating section B9 with the ‘powers that be’ for over seventeen years; I can reveal that these new Chapter B rules pages will go a long way to resolving a lot of uncertainty. No firm release date yet, but have faith! It’s coming.

OPERATION SEA LION

Long, long ago in the dawn of aSL, I proposed a set of scenarios based on my research into Hitler’s planned invasion of Britain. Though TAHGC policy was to avoid ‘hypothetical’ events, I continued the development. Partly because of my interest in the subject, but also because some of the scenarios seemed to work so well. And after all, A25.41 does explicitly recognise ‘hypothetical scenarios depicting the British Home Guard.’ I rest my case, and the judges say… we win. An ‘Operation Sea Lion’ project is under way, with MMP blessing (either to be an Action Pack or a Journal insert).

A group of British playtesters has already started work on pilot scenarios (seen at INTENSIVE FIRE 2007) and further scenarios are in development. We hope to see a counter sheet with some of the weird and wonderful devices improvised to stop the Germans in 1940: Blacker Bombard, Northover Projector, even Cockatrices and a Mk IV tank.

Anyone interested in taking part in this project please contact: idaglish@uwclub.net

See you at Blackpool.
The winners with their prizes. Kris Pugh, Stephen Burleigh and Tim Bunce won the Elite Division (top), while Paul Legg, Mark Blackmore and Ray Porter (not shown, having had to leave an hour beforehand to get home) (middle) won the First Division. Below is Phil Draper, who won the Best Player award, winning seven consecutive games.
### The Crusaders Open ASL Tournament Ladder

**INTENSIVE FIRE 2007 Update**

**Last Meeting: Dec 2007**

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<th>Player</th>
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<th>W—D—L</th>
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<td>306</td>
<td>181—15—50</td>
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<td>Ian King</td>
<td>218</td>
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**The Trenches**

The Crusaders Open ASL tournament ladder is a semi-regular basis. The largest number of participants attending tournaments on at least once a year. There are about 80 ASLers attending tournaments on at least a semi-regular basis. The highest points earner has accumulated 330 points and earned promotion to the Champions trophy when after losing his first four games he then proceeded to win his next six however the lower rankings of his opposition counted against him and he only accumulated 85 points over his ten games. Other notable performances were put in by Kris Pugh and David Ramsay (+225 points) and by Pete Phillips and Sam Prior (+220 points). Sam also managed to come away with the trophy for the Guadalcanal Mini-tournament on the Friday. Of course there were a number of significant losers over the weekend. Highly rated player Trevor Edwards had a nasty run going 3-5 and dropping 395 points and Wayne Baumber and Nick Ranson both lost 250+ points.

Anyways below is the full ladder as of November 2007.

**Rank Player Played W—D—L Points**

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Anyways below is the full ladder as of November 2007.
## LOS AND BLIND HEXES

### A Quick Guide

**Brendan Clark and the London ASL Club**

**LOS: Buildings, woods and cliffs**

The number of blind hexes is derived by applying the Blind hex formula A6.4 to 6.43:

- Add one blind hex for each full level height of the obstacle
- Add one blind hex for range from the firer to the obstacle for each multiple of five hexes (FRd)
- Minus one blind hex for each full level advantage more than one of firer over obstacle
- If there is a difference in the elevation of target hex and the base elevation of the obstacle’s hex:
  - If the target hex is lower, add the difference
  - If the target hex is higher, minus the difference

Note: always a minimum of one blind hex whatever the height advantage if the elevation of target hex is the same as the base elevation of the obstacle’s hex.

**LOS: Hills**

Blind hex formula when LOS crosses non-adjacent crest lines B10.23:

- Add one blind hex for each height of the crest line from a range of five hexes or more from the firer to the crest line, and then add an additional blind hex for each additional multiple of five hexes (FRd)
- Minus one blind hex for each full level advantage more than one of the firer over crest line
- If there is a difference in the elevation of target hex and the base elevation of the crest line’s hex:
  - If the target hex is lower, add the difference
  - If the target hex is higher, minus the difference

**EXC:** If the elevation difference between the crest line hex and the next hex along the LOS is equal to or more than two, at least one blind hex is created, unless adjacent, even if within five hexes of the observer’s higher hex.

**LOS: Gullies**

To see into a gully, the distance in hexes from the gully must be no greater than the observer’s elevation above the bottom of the gully A6.3.
THE EVENT
Following its success in previous years HEROES continues in 2008 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP
Don’t worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as a special tournament based on the ASL Starter Kit will be available on Friday. You can learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

Remember, you can also drop in just for part of a day if you can’t make it for the full weekend.

THE VENUE
The Hotel Skye is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is just £25.00 per person for a shared room or £30.00 for a single room.

THE COST
The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00, or just £10.00 if you register before the beginning of March 2008.

HEROES 2008 HOTEL BOOKING FORM
To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to HOTEL SKYE) to Hotel Skye, 571-573 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 343220 to book your room.

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NIGHTS ROOM REQUIRED FOR (tick each one)

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NAME OF PERSON SHARING WITH
Rally Point Two
Mark Furnell

The new scenario set, from the Schwerpunkt publishers The Tampa ASL Group, is an interesting concept, making a scenario pack compatible with both full rules and Starter kit ASL. The debates around Starter Kit versus full rules are many and can be found on most of the popular forums. I love both systems, full rules for the depth and complexity, Starter Kit for speed and simplicity - both have their place in my wargaming world. I won’t rant further than this.

The scenario pack has 10 scenarios, all of which can be played if you have Starter Kits (SKs) one to three. Note that all the scenarios require SK boards, so full rules only players will miss out here. There is something for everyone in the pack, long and short games, infantry only to big meat grinder combined arms marathons. I suspect that some of the short and medium length games will appear on the Tournament circuit soon - certainly we should see one or two at DOUBLE ONE 2008 (Sorry Pete, quick plug!).

I’ve played most of the scenarios now, some with both systems. The concept really does work, and believe me; you need a completely different approach to a scenario when you play it with the different rule sets.

RPT11, Butchers And Bakers, is a great little infantry battle. Brits versus Germans, with a minefield (or two!) thrown in for a bit of suspense. Fast paced and good for a quick game over a pint.

RPT12, Retreat From Bairak, Love this scenario! Plays well with both systems. Russians versus Germans in a combined arms chase across boards Y and Z. As with most Schwerpunkt scenarios, the attacker (the Russians) must be aggressive. If the Germans are allowed to retreat in force, the game is lost.

RPT13, A Handful Of Howdy. Another Infantry only battle, late war German versus American across boards X and V. A good teaching scenario with an American mortar adding to the fun.

RPT14, Keitel And Cox. Any scenario with a Tiger is always a winner in my books. This scenario, set in Italy during 1944, with Germans and Americans battling it out, is no exception. I think this is a hard one for the Americans to win, and ROAR would appear to back me up on this.

RPT15, Comrade Klimenkov. Set in 1944 with Germans verses Russians in Poland, this scenario has Tigers facing off against Stalins (IS-2m’s). Plays well with both rule sets, SK players must remember those panzerfausts.

RPT16, Miracle At Sinagoga, is a whopper of a game! Set across boards T, V and W, the Brits race across the boards to battle the Germans in town in this 1944 Italy based scenario. Mortars on both sides trade shots, the dreaded German 88 shows it’s teeth and the Brits have a flood of tanks. Plays well with both rule sets, the Brits need plenty of smoke in the opening turns. Allow loads of time for this - but it is a must play at least once.

RPT17, Hetzer Hunters. The only scenario I’ve yet to play. Set in Germany 1944, Americans battle it out with the Germans. Combined Arms, the Germans must keep one of their Hetzers alive.

RPT18, Worker’s Settlement No. 8. Russia, 1942. This game plays very differently depending on which rule set you use. A slug fest in either rule set, well worth a try. Germans versus Russians, a single Russian T34 seeks out a Pak 38.

RPT19, Mercury Rising. Ever had one of those games where everything that can happen does? The first time I played this it did. Set in Crete in May 1944, the Greeks and New Zealanders attempt to deny the Germans buildings. This scenario is infantry only (with no Guns either - just a 50mm German mortar) with the Germans being given a couple of Smoke counters to place in the opening prep fire phase. The Greeks in my game hung on to their victory building for dear life, battle hardening, creating leaders and all sorts. Another must play.

RPT20, The Trouble With Tigers. What can I say about this German / Russian monster game? Allow a full day and savour those Tiger IIs going up against IS-2s and T34/85s. The two options for victory make for an interesting game. Placement of the Russian guns (whopping 122L) is key to attempt to take out the Tiger IIs early. A big decision too as to where the Russians should defend. Play is across three boards (V, X and Z), ending in town. The Russians can whittle down the Germans as they progress across the board or just slug it out in town towards the end of the game.

Rally Point Two works. Honest! (I know I said I wouldn’t rant - but hey!) There really are some good games to be had here. I don’t believe that anything has been compromised to make the scenarios fit both systems and feedback from other members of the London ASL group (LASL) confirms this. If you have all the SK boards (all the required counters are in the main counter sets I believe) then I can really recommend this scenario pack.
FORTIFICATIONS IN ACTION

What follows is a brief look at uses for fortifications. Much of this is taken from various sources as well as play.

ENTRENCHMENTS

Being inside entrenchments offers several advantages to those inside them, the most obvious being the protection from fire. However, they can also be used to hinder wheeled vehicle road travel, since wheeled vehicles cannot enter trench hexes. They can also be used to provide a safe haven for broken troops, and/or a route lane for routing troops.

However, foxholes do offer several problems. They are time consuming to construct (indeed trenches cannot be produced during the timeframe of a typical scenario), although this is a lesser problem for Russian troops and those led by good leaders. Then there is also the affect on the unit’s LOS for being inside the foxhole, such as not being able to see beyond an adjacent wall or hedge to non-adjacent hexes. Probably the most serious disadvantage, although it is thankfully rare, occurs when a shot simply drops right into the foxhole and turns its previous protection against the occupants.

Properly placed, foxholes and trenches offer troops a safe haven from which they can strike out against the enemy.

The worse thing about foxholes is that you have to blow a point to leave them. If the foxhole is in open ground, and you are in a hurry, you’ll likely eat a -2 IFT shot as you boogie. No using assault movement to leave the foxhole AND moving one hex away. Think twice about movement to leave the foxhole AND putting units into foxholes, particularly in the movement phase a little artificial, I find the dynamics of foxholes in the movement phase a little artificial, but once you learn the rules, you learn the right and wrong places for foxholes and where they help you and where they don’t. But don’t ignore them, they are most useful.

PILLBOXES & BUNKERS

The classic image of a bunker is that of the Maginot Line or the Atlantic Wall. Nothing could be further from the truth. Most field bunkers are little more than foxholes with a roof. They offer strong protection against enemy fire, but present a limited field of fire to their occupants, which means they will often be unable to respond to enemy fire. On the positive side, the Covered Arc is also the best spot for an attacker to fire through, particularly if a FT is being used (as was often the case in the Pacific). However, if the enemy does not feel up to attacking a bunker, he can simply sit atop it and prevent the occupants from doing anything, since they cannot leave the bunker or fire at the enemy above them.

Despite all these problems, they do offer some uses, particularly for troops with low morale, whose survival chances are greatly improved by being inside a pillbox or bunker.

The important thing is to ensure that pillboxes and bunkers are protected by outside troops, who are ideally in pillboxes or bunkers themselves. By placing three pillboxes in a triangle it is possible to allow each one a clear LOS to the top and rear of its neighbour. Even better is using six pillboxes in a circle.

A pillbox or bunker in a covered position behind friendly lines offers an ideal rally point or a jump off point for a counter-attack force. A pillbox ahead of your own front line and with its Covered Arc facing your lines allows friendly forces to attack the enemy from behind as they move forward. To attack the pillbox through its Covered Arc the enemy must then place themselves between the forces inside the pillbox and your front lines, thus exposing themselves to a deadly cross-fire.

Taking out pillboxes is much the same as taking out a stone building, particularly thru its CA.

If you have to take the PB as a VC then things are a lot tougher. You could SMOKE them and then try to move in to CC with the occupants. Of course, if the pillbox is not related directly to the victory conditions you might consider bypassing them if possible. Their CA does limit their usefulness and makes them prone to being flanked. Try and get behind him (particularly if using an AFV against an AT Gun in a pillbox, since guns set up in pillboxes can’t leave them). You can even manoeuvre out of infantry LOS.

The drawback from the attacker’s point of view is the use of trenches to turn the pillboxes into bunkers. The trench location is ADJACENT to the pillbox location (unlike all other adjacent hexes) and so you can advance/assault move from one to the other. A common tactic is to suckle back from the bunker into the pillbox in the movement phase and advance back out,

THE TRENCHES

EXCELLENT skulking terrain, as you are invulnerable to enemy fire when IN the foxhole (of course, you can’t shoot back). Therefore, in your Movement phase, enter the foxhole (1MP), you are now out of LOS from same or lower level units across the wall hexside. In the Advance phase you can pop back up OR wait for a unit to move adjacent to the wall, claim wall advantage, and blow him to bits, all the while safe and sound from his Prep Fire!

However, remember that in woods hexes, you don’t want to move into the foxholes with enemy mortars in LOS, as they will get three shots at you (2MF for the woods, one for the foxholes), the first two with a -1 mod. Stay out of LOS, and advance in instead.

I find the dynamics of foxholes in the movement phase a little artificial, but once you learn the rules, you learn the right and wrong places for foxholes and where they help you and where they don’t. But don’t ignore them, they are most useful.
leaving the defending infantry in good +2 terrain for the attacker’s Prep Fire phase and out of LOS for his Defensive Fire (if the pillbox happens not to be facing the attacker’s troops, as would be the case if the attacker were doing what he ought to be doing.)

The best way to attack a pillbox if you have tanks is to fire AP at it. Basically, you ignore the pillbox’s TEM for TH purposes and attack using HE equivocality against the contents. Generally, this means you attack on the 2 table, but 2 straight is worth 8 + 3, and if you have ROF weapons on your tanks, and possibility of multiple hits (Shermans, for example), you can really do some damage.

Another good possibility is Close Combat. Guys in a pillbox are _lots_ easier to ambush, giving you a -1 to your CC DR. You don’t advance into their location to CC either, and so you can keep shooting at a pillbox that’s being attacked in CC without risking harm to the CC attackers.

If your victory conditions require control of a hex that a pillbox can be set up in, beware. A broken defender does not have to rout from a pillbox and can keep attackers from occupying it. To control a hex you have to actually enter the pillbox location (B30.91). This means you have to have a movement phase left on the last Game Turn in order to occupy any enemy pillboxes. This is the problem with the Close Combat approach to clearing pillboxes -- the CC attacker doesn’t enter the pillbox location, so he doesn’t control it, or the victory hex. The scenario isn’t as long as you think!

Of course, if you can destroy the pillbox there isn’t any location and thus you control the hex by controlling its ground level location per A whatever it is. This is the nice thing about DC or really big OBA/Guns. This is a good tactic in Kangaroo Hop, for example - dismount the British AVRE crews and have them Set DC’s in the German pillboxes and blow them up on the last turn.

Alternatively, use AP from tanks to shoot through the sides of the Pillbox (assuming a TK# of 10 or greater). Last solution, move the tanks close in the CA and use PBF MG and PB Canon fire using HE to knock them out.

How do you set up a good pillbox defence? Are there any disadvantages to attaching a trench (bunker) for reinforcement purposes? Should one place wire and/or mines in the pillbox hex? Are they worth the expense in Red Barricades?

The general how-to depends on how many PBs you’ve got and in what terrain, and therefore in how you can best set up interlocking fields of fire which will keep the enemy from coming at your PBs from the flank to kill the occupants in CC.

Mines in the PB hex make sense since enemy infantry w/o FTs or heavy armour support will need to advance into the hex to CC you. OTOH, if the enemy’s got FTs you might want the mines in front of the PB’s CA to get ‘em when they come in to torch you.

I’m not wild about Wire on top of the PB since the main benefit is a small CC DRM. Better to put the wire somewhere where it’ll keep the enemy exposed to your fire for a while as he moves in, unless of course you’ve got a hell of a lot of wire.

If you’ve got enough units I’d think it would make sense to put some firepower behind/between the pillboxes to cover them from a flanking manoeuvre. My sense is that a lot of folks put the pillboxes in the back of the line with the long-range weapons, and once the forward line falls the PBs become very vulnerable to flanking.

**WIRE**

WIRE best functions when used en masse. Therefore try to think in terms of blocks of WIRE along rather poorly defended route, rather than spread out in several different areas. The most effective placement entails alternating rows of WIRE and clear hexes as this ensures maximum MP loss. As WIRE can be cleared by infantry, DC, FFE and fully tracked vehicles, WIREd areas should be covered by defensive fire to make this a dangerous task.

**MINES & BOOBY TRAPS**

Minefields are mainly used to channel an enemy into a pre-selected killing field. There are a number of general rules to consider when using mines.

Firstly, ensure that an area is adequately sown. A density of 2 factors per hex offers a cost effective density against infantry, with a similar number of A-T mines if the assault force also contains armour. The number of hexes sown will depend on the number of mines available, but they should be sown in belts of adjacent hexes, ideally in depth as well as in width. Although friendly fire must be concentrated on unmined areas, mined areas must also be covered in case the enemy is not worried about casualties and/or tries to clear a way through.

Daisy chains are best used in cities and similar close terrain.

**ROADBLOCKS**

Although rubble can be considered a form of roadblock, more often than not a roadblock is simply a couple of trees brought down across a road, ideally out of sight until the last moment. The primary use of roadblocks is to channel enemy vehicles either into a pre-chosen killing area or away from their objective.

Since roadblocks can be cleared by troops and some specialised vehicles, they should be covered by friendly fire to make the task more hazardous. This is particularly the case if the roadblock blocks a key route.

Roadblocks can also be used to allow Guns and vehicles to assume a hull-down position behind them. Placing AFVs (particularly Soviet AFVs) behind a roadblock on a height can be considered to represent a form of improved position.

**RUBBLE**

Rubble is a common feature of a determined assault on a city. The attacker, aiming to make his job easier, calls in artillery and air support to blast the defender out, only to create a mass of rubble. Being easy to defend from, the end result is that the attack is hampered rather than eased by the prior bombardment.

Rubble slows down movement, even for infantry. Only vehicles which are tracked may move through rubble, and even they are subject to possible Bog.

Rubble can be cleared by troops and some specialised vehicles given time, but this is not to be recommended under fire.

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“Bloody hell, that’s Ronnie Corbett!” My American seat neighbours on the 11.30am flight to Newark were aroused from their pre-flight slumber by only the level of excitement that could be generated by those of a certain age who grew up with The Two Ronnies as a staple fixture of their Saturday night viewing. “Who is this Ronnie Corbett? Is he a politician?” The take off disappeared in a blur of reminiscence as The Phantom Raspberry Blower of Old London Town, Sorry and The Worm that Turned were duly trotted out to a by now bemused American couple, who insisted on taking notes so they could tell their friends back home.

For those of you oblivious to the joy that is the aSLoK oktoberfest (“aSLoK”), it is a week long tournament that takes place in Cleveland, Ohio around the first or second week in October. It has been going now for over 20 years, and tends to attract between 100 to 150 aSLoK players from around the world. A lot of Third Party Producers use it to launch their new products on to the aSLoK world, so if you plan to go, make sure you leave space in your luggage for all those goodies that you will just have to buy.

The worst thing about the event being held in Cleveland in October is that there is currently no direct flight from the UK. Two weeks earlier, in September, no problem, but October means a connecting flight. I’ve found the easiest journey is Gatwick to Newark, with a 3 hour “wait” before the flight in to Cleveland. This year, both flights were fine (although we sat on the runway at Newark for 45 minutes before taking off for Cleveland, but this is usual as they build in a one hour “delay” for the amount of air traffic at that time of the day). The trip through immigration was painful (90 minutes) but I still managed to grab a sandwich before boarding the internal flight.

Arriving at the hotel, I was perturbed by the amount of scaffolding that seemed to be holding the building up. There was some debate after aSLoK 2006 as to whether the venue would be changed, due to the state of the hotel, but the organisers had been assured that a complete refit was underway and this would be completed before aSLoK 2007 – it was comforting to note that it’s not only in the UK where big building projects can get delayed.

After checking in, I was shown to my room and delighted that the rooms, at least, had been re-fitted. Gone was the moving floor in my bath from 2006, instead a very plush and spacious room with CD player, big TV and a power shower that actually lived up to its name.

The tournament itself takes place in the giant ballroom on the lower ground level of the hotel. I wandered down, said hello to a number of familiar faces from last year, including one of the organisers, Bret Hildebran, picked up the annual t-shirt and then retired to crash out.

For the Wednesday mini, I had chosen “Gurkhas” (oh I wonder what that would involve). I’m not going to go into detail on each game, but as in previous years, I was initially drawn against a fellow European (it’s a dirty Yankee trick to try!) in scenario from one of the journals. We completed set up by 9am and by 10.30am it was all over, courtesy of

Chelsea vs Fulham at aSLoK as Chelsea fan Derek Cox (left) takes on Fulham fan James Taylor.

WEDNESDAY

For the Wednesday mini, I had chosen “Gurkhas” (oh I wonder what that would involve). I’m not going to go into detail on each game, but as in previous years, I was initially drawn against a fellow European (it’s a dirty Yankee trick to try!) in scenario from one of the journals. We completed set up by 9am and by 10.30am it was all over, courtesy of
some lovely MMG ROFs and a couple of ambushes. A good start! With such a quick victory, I was able to get over the jet lag with an extra kip and then pay a visit to one of the traditional haunts of ASLOK – Damon’s Sports Bar. This place does the best ribs I’ve ever tasted, and it’s very easy, as just $10 for a half rack, to live on that one meal, so be warned.

The afternoon saw another match up versus a European in “SP95 Burn Gurkha Gurkha”. My initial flanking attack was blunted but just as it looked like my main assault was going to flounder, one of my squads broke into his back line, causing absolute havoc and forcing him to retreat to the last hilltop a turn early. The death star was moved into place (2 MMGs, 2 x Squad + LMGs, 9-1 ldr) and the hilltop blasted to allow the Emperor’s finest to storm to victory.

Before the final, I was able to pop up to the traditional Wednesday evening Critical Hit party. Free pizza, free drink and an opportunity to purchase their latest goodies. I already had the Total Axis Pack on order, so picked that up (individual maps for each scenario rather than relying on the geomorphic boards, very nice, especially the map that’s about 4 hexes wide – no board edge creep there then!) and had a look at the new Korea module that should be out in 2008. Excellent map and some innovative counters in the style of their Spanish Civil War module.

So the Wednesday final saw me up against my first American of the tourney, Will Fleming. We went for SP80, Die Gurkha Die, and after six hours hard slog, we finished at 2am Thursday morning with me losing on the penultimate CC die roll of the game (a 4 would have seen me take away the mini!) is that the optional Panzerfaust rule is in effect (i.e. they are represented by counters rather than using die rolls to determine usage). My opponent was fairly new to ASL and made a couple of errors (most notably CXing conscripts next to one of my concealed Partisan squads) which gave a fairly straightforward win.

After another trip to Damons (I declined the “freedom fries” in favour of a jacket potato!), it was down to another game versus a European, this time the journal classic, Brothers in Arms. I’ve said it on the LASL forum, and I’ll say it again here, YOU HAVE GOT TO PLAY THIS SCENARIO. Both sides get to attack and defend, there are multiple options as to how to address the tactical position, it’s well balanced and the game should always go to the wire. After 3 hours my brave Nationalists saw off the Republicans, the turning point being the elimination of the Republican left wing led by The Commissar (how apt!). A hero and squad surrounded said Commissar and 3 squads, and showed no mercy! So another final, but as the other semi was going the distance, had a quick game from the new Scwerpunkt pack, which had just arrived.

The arrival of the Tampa crew normally provokes a bit of a stampede as everyone “Human Waves” to get their hands on the latest offerings. This year was no exception, with 2 new products being available. In the couple of hours spare time my concealed Partisan squads) which gave a fairly straightforward win.

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The arrival of the Tampa crew normally provokes a bit of a stampede as everyone “Human Waves” to get their hands on the latest offerings. This year was no exception, with 2 new products being available. In the couple of hours spare time that was available, I played Jim Baker (a Fulham supporting American no less) at SP155 Casualties, Cooks and Corpors. Jim launched every Banzai charge in voice!) and while he managed to overrun the initial US force, the reinforcements of 3 x 7-6-8s, a 9-2 leader, MMG and Flamethrower eventually did for him.

So Mini final time, this time the ASL Journal classic “By Ourselves”. The title proved quite apt, as by 1am, my opponent and I were indeed by ourselves in the ballroom, with just a few other players for company. Once again, I was undone by CC rolls, with my opponent switching his forces across flanks on the last turn to take back enough buildings to secure him victory. Still two finals in two days was not a bad return and it meant I had the option for the GROFAZ on Friday. In for a penny……

FRIDAY

Friday morning and the GROFAZ it is. I went for the curiously named “Best of the best” section, and found myself up against another Fulham supporting American, James Taylor (see accompanying photo). The GROFAZ has no time limit, so after James’ opening question of “Do you like soccer?”; it was over to Dennys for a two hour breakfast debating the finer points of proper football, why Chelsea are the best team in the country and why no-one in Manchester supports ManUre (the United supporting editor is ignoring this slur :-) - Pete).

After sorting that out, it was down to business with A75 Strangers in a Strange Land, with me drawing the Germans. There is something very disconcerting about sitting there with all troops HIP, but that had the same effect on James as
he declined the charge down the board centre and opted to go left. Fortunately, this took such a long time that when he eventually made contact, time had almost run out. The game swung on one of my HIP squads managing a street fighting ambush versus one of his tanks, which was left immobilised, and the same squad then taking out two enemy squads in CC with no losses.

The late afternoon saw me kick off against Mattias Rombлом, who is quite simply one of the best player I have ever faced off against. We went for SP123 (The Badger’s Breath), Mattias steamed down one flank, I tried to adjust, defended too far forward and was stuffed, well and truly. Not my best game but Mattias was almost clinical in the way I was picked apart.

Retreating to Damons for another rack of ribs, I suddenly twigged that I had managed 9 games in 3 days, gulp.

SUNDAY

Sunday morning, and I trundled over to Dennys for breakfast, where I bumped into Pete Shelling and a couple of the others. After some discussing about check in times, I decided I had time for one last game against Pete and we went for US Marines in Korea on deluxe boards. The game probably should have played totally different, as we cocked up the terrain (all buildings were single story, but hey, we didn’t spot that one!), but we were rushing around upper levels! Still, another blast of a scenario, and I played right up until the minibus to the airport arrived.

Somehow, the journey back seems so much quicker. Security at US airports is more intrusive (shoes off, FFS!) but more efficient (through in 15 minutes – they Americans do not like queuing). The flight touched down at Newark an hour early, so I could stock up on Pizza rather than risk the flight meals.

As we boarded at Newark, there was some kerfuffle amongst some women of a certain age as Donny Osmond was on board the place – I mean, how shallow can you get?

ASLOK 2008

The details for ASLOK 2008 have now been announced. Full details at http://www.aslok.org. So should you go? I would say a resounding yes!

Cost wise, flights are currently about £475 return, the hotel is fixed at £75 per night plus taxes (takes it to maximum £85) and this includes breakfast. Other food and drink, depending on beer intake, will be a maximum of $40 per day (and I manage on half of that, as I only eat breakfast and one other meal, due to the portion size!), which leaves spending money for all those must have goodies. Assuming the exchange rate doesn’t drop below $1.90, excluding ASL pocket money, if you arrive on the Tuesday and depart on the Sunday, you’re looking at a budget of circa £850. Not cheap, but a bargain for all the games you’ll play, the contacts and friends you’ll make and the memories you’ll bring back.
"THIS IS THE CALL TO ARMS!"

This is the latest edition of the ASL Directory. It is broken down by county and then by postal code region. Where a date (in dd mm yyyy format) is shown at the end of this entry indicates when it was last confirmed.
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 - I’ll include the details here, space permitting.

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

FEBRUARY

SCANDANAVIAN ASL OPEN

When: 22 – 24 February
Where: Tjaljaneummet (Danish National Arts Museum), Frederiksholm Kanal 29, 1220 Copenhagen K., Copenhagen, Denmark. You can sleep on the floor at the tournament site (there is a bath) and eat there. Accommodation is available at the Hotel Jorgensen, which is just 15 minute walk from the tournament venue, from 140 Danish Kroner per night for a dormitory for 4-14 people up to a single room with a shower for 575 Danish Kroner per night. Contact the Hotel Jorgensen, Romagnaelt 13, 1162 Copenhagen K., Denmark. Telephone +45 33 13 81 86, hoteljorgensenen@gmail.dk or visit their website at http://www.hoteljorgensen.dk.

Fee: 200 Danish Kroner (about £80).

Format: The tournament will be a five round Swiss style affair.

Contact: Michael Hautop-Leth, Favoholmvej 15, 3400 Hillerød, Denmark, or email mhaupro@image.dk. For the latest information visit http://aso.startispil.dk.

MARCH

HEROES 2008

When: 6 – 9 March
Where: Hotel Skyve, 571-573 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 343220. Room rates are £25.00 for a shared room or £30.00 for a single room and include breakfast. Meals and good beer are also available at the hotel.

Fee: £100.00 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 the entry fee, players pre-registering will receive a tournament program in February.

Format: Five round tournament beginning Friday morning (arrangements will be made for those unable to arrive until Friday afternoon), with three scenarios to choose from in each round. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

Contact: For more details or to register contact Pete Phillipps, 9 Pier Road, Kilchoman, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email heroes@vftt.co.uk. For up to date information check out the UK ASL tournament web site at www.aslo.co.uk.

JUNE

DOUBLE ONE 2008

When: 21 – 22 June
Where: The Lecture Centre, Brunel University, London, UB8 3PH. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Room rates include breakfast and for Saturday and for 2008 will be £30 for a standard bedroom and £35 for an en-suite bedroom.

Fee: The registration fee has yet to be confirmed.

Format: A two day tournament with two rounds on Saturday and one on Sunday offering a choice of three scenarios. Friendly games will also be available.

Contact: Brendan Clark on 0770 844 640 or by email at brendan@doubleone-line.net.

Check out the web site at www.doubleone-colin.net for the latest details.

OCTOBER

ASL OK XXIII

When: 5 – 12 October
Where: Holiday Inn Airport, 4181 W. 150th St., Cleveland, Ohio 44135, telephone 216-252-7700, fax 216-252-3850 or visit www.holidayinn.com/cle-airport. Rooms are $75.00 plus tax of reservations are made by 20 Sep - request "ASL Oktoberfest" to receive this discounted rate. Check the ASLOK web page for the hotel discount code to book on-line.

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, XL $8.00). Contact: Brett Hildebrand, 17810 Gunga Lake Rd, Chaplin Falls, OH 44023-2208 or by email damow@wireless.net. Check out the web site at www.aslok.org for the latest details.

INTENSIVE FIRE 2008

When: 23 – 26 October
Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 576 to arrange accommodation. Single rooms are £37.00 per night, double rooms £50.00 per night per person if booked prior to 1 October – thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at www.kiwihotel.co.uk.

Fee: £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 Five 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 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, Kilchoman, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email at info@vftt.co.uk. For up to date information check out the UK ASL tournament web site at www.aslo.co.uk.

THE TRENCHES
ASL players of all standards are invited to attend Double One, London’s ASL tournament. Players are matched with others of similar ratings for three rounds of competitive play. There will be two rounds on Saturday and one on Sunday. In each round, players pick one scenario from a choice of three carefully selected scenarios. Each round is expected to have one scenario from the Western Front, one from the Eastern Front and one from the Pacific Theatre, so tournament entrants will need to be familiar with chapters A to D and chapter G of the ASL rule book. For those not interested in competitive play, or not able to make it for the whole weekend, there’ll be scope for friendly play.

Double One 2008 will be held in the Lecture Centre, Brunel University, London, UB8 3PH. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates include breakfast and for 2008 will be £30 for a standard bedroom and £38 for an en-suite bedroom. The registration fee has yet to be confirmed.

To book your attendance and room, or if you just want more information, contact:

brendan@doubleone-online.net
0770 8844 640

LASL
London ASL (LASL) meets monthly on the second Saturday of each month. Our players range from ASL veterans to ASL Starter Kit (ASLSK) players. We 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 from 11 am and play till the games are finished!

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 to a LASL meeting, send your name and contact details to brendan@doubleone-online.net at least 48 hours beforehand. Precise venue details will be sent to you.

If you want to know more about Double One 2008 or LASL: www.doubleone-online.net