

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 75

Jan - Apr 2009

UK £2.00

US \$5.00



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LIBERATING BESSARABIA - scenario analysis

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COVER: Neil Brunger's picture of the Meeting of the Armies memorial at Kalach, taken while on his battle-field tour.

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*, a couple or weeks later than planned but I was a lazy sod over Christmas and couldn't be bothered to work on *VFTT* :-)

I've got a couple of articles lined up for the next issue, but am always on the look out for more. I could also do with some reviews of new products. MMP have a couple of new packs, *AP5 East Front* and *Turning the Tide*, out in the next couple of days, but last year saw *Into The Rubble*, *Kreta*, new issues of *Schwerpunkt* and *Rally Point*, and plenty of other products, and none of them were reviewed in *VFTT*. And since I can't afford to buy most things nowadays, I can't write reviews myself, so the only way they'll appear is if someone does them for me.

On a personal note, I'll like to note the passing away of Jim Mcleod on 13th January. Jim was one of the key players of the Canadian *ASL* Scene, and was responsible for the formation of the Winnipeg *ASL* Association and later the Canadian *ASL* Association, edited and published the CASLA newsletter *Maple Leaf Route*, organised the Canadian *ASL* Open tournament, and was the main designer of the *Ortona HASL* project. I never met him but we exchanged many emails over the years, and some of

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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 76 should be out at the beginning of May 2009.

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

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

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

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INCOMING

NEW AND OLD FROM MMP

Out now from MMP is *Action Pack 5 – East Front*, which contains 12 new scenarios and three new geomorphic map boards. As the name suggests, they cover a range of situations involving the Germans or Axis Minors against the Russians from 1941 to 1945. The retail price is \$30.00.

Also out now is *Turning The Tide*, which contains 20 old *Squad Leader* scenarios updated for *ASL*. Covering the first half of the war up to September 1943, the scenarios are taken from *Cross of Iron*, *Crescendo of Doom*, *GI: Anvil of Victory*, the *100 Series*, the *200 Series*, and the *Rogue Series*. The retail price is \$20.00. A follow-up pack is due in the future which will include the remaining un-converted SL scenarios.

CH LAND AT OMAHA

First Wave at Omaha is a conversion of the *ATS Bloody Omaha* module for use with *ASL*. Three linking maps, totalling some six feet in length, recreate Omaha West and portions of Omaha East. 15 scenarios and monster campaign-style scenario depicting the entire landing and battle inland are included, along with six sheets of counters, over a dozen play aids, and an eight page special rules booklet. Due any time now, it should cost \$79.95.

Also due any time now is *Ivan's War*, a \$17.95 pack containing 10 new scenarios played on the included *Stalin's Fury* map.

GUADALCANAL BUNKER

Issue 28 of *Dispatches From The Bunker* is due to ship in March. The focus is on the action which took place at Alligator Creek on the Illu River during the Guadalcanal campaign, with three scenarios ('Bloody Banzai', 'Hell's Point' and 'Time to Die') and a five-date campaign game included. Another scenario for *Valor of the Guards*, 'Urban Nightmare', which sees the Germans defending the Specialist's House from a Russian engineer night attack, is also due for inclusion.

The issue will also contain an article by Jim Torkelson, and Carl Nogueira's continuing Tactical Tips on urban warfare in Stalingrad.

Four issue subscriptions (starting with issue 27) are available for \$15.00 (\$18.00 outside the USA). Issues 1 to 10 are now out of print but PDF versions are available for free from www.aslbunker.com. Other back issues are \$4.00 (\$4.50 outside the USA) or \$40.00 (\$50.00 outside the USA) for a complete set of issues 11-27. A complete set of issues 11-26 and a subscription for issues 27-30 is available for \$50.00 (\$60.00 outside the USA). Cheques should be made payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 2024, Hinsdale MA 01235, or you can pay by PayPal to Pink-FloydFan1954@aol.com. You can email them at aslbunker@aol.com.

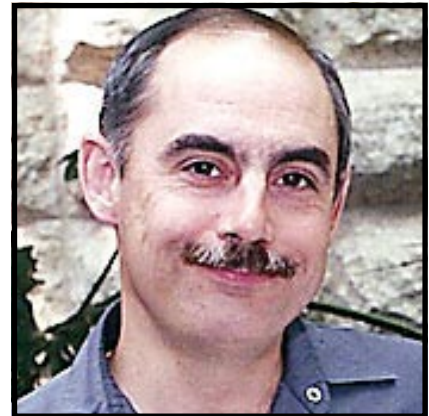
PREP FIRE

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his articles and scenarios have seen print in *VFTT*.

See some of you at HEROES in March. 'Til then, roll Low and Prosper.

Pete Phillipps



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, or go to 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, or go to www.secondchancegames.com.

PLAN 9, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at plan9@ifb.co.uk.

BATTLEQUEST GAMES, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to <http://www.battlequest-games.com/>.

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



INTENSIVE FIRE 2008

Pete. What time you and paul turning up at hotel today text sent to me by Ian Pollard and read at 11:04am

Just at the bar now :-)
reply sent at 11:04am

Me and Paul Case arrived at 11:04am on the Wednesday morning, and immediately organised beer (while I read and replied to Ian's text) before sorting out room keys and unloading the car. Ian arrived about 2pm to find a beer ready for him :-). The three of us spent the rest of the day drinking, before going out to eat and

then watch the footie at the sports bar next door to the hotel.

The next morning saw us discussing who would be the first arrival over breakfast. We were all wrong, as Allard Koene turned up just after 11am from Holland. Throughout the day more people turned up, and several games of *ASL* were played, though me and Paul Case just carried on drinking :-)

As usual, Friday saw a couple of mini-tournaments being run. Ian Daghish

ran a Normandy mini using scenarios from *AP4 Normandy*. Unfortunately time constraints meant that Trev Edwards and Dominic McGrath were unable to finish the final but they have recorded the positions and plan to finish it via VASL or at HEROES next March.

The Big Cats mini, run by Keith Bristow, featured heavy armour scenarios, and was won by Brian Hooper.

Tim Bunce ran a tournament classics mini in two divisions. Craig Benn won the elite division, while Eric Gerstenberg won the first division.

Plenty of friendly games were also played, and some playtesting of Shaun Carter's Kohima module was undertaken by several players, including myself and Paul Case - not that we let that stop us drinking :-). I also got in a really close game of 'AP40 Head of the Mace' against Ian Daghish on Friday night over a drink or three :-). The last turn played out historically, as I sent my Germans across open ground in a desperate attempt to exit enough units to win. Had Mr 10-3 not failed a pair of MC the previous turn and been wounded and my Panther not been destroyed at the same time I might have won, but as it was there was just too much ground covered by enemy fire to cross. Mind you, had my Panzer got its 4 extra MP from ESB I would have only been a point or two short!!



Tournament action in the main gaming room during the weekend.



Saturday morning saw the Fire Team tournament begin. As usual players were divided into teams of 3, spread over 2 divisions, based on their Crusader Ladder rating. Two rounds were played on Saturday and the third on Sunday morning.

There was a clear winner in the First Division, as the team of Allard Koene, Justin Key and Paul Legg went 8-1 to top the division with 24 points.

In the Elite Division things were much closer. With just two games to finish, three teams were in a position to win. When Phil Draper lost, ruling his team out, it came down to Tim Bunce against Derek Tocher - if Tim won, his team won and he would be best player, if Derek won, his team won and Dominic McGrath would be best player. Derek won, allowing his team, which also included Brian Hooper and Aaron Sibley, to sneak top place by having beaten better rated players than the other



teams who also had 15 points.

As noted, Dominic McGrath won the trophy for top player, winning 5 consecutive games.

At the other end, Ray Porter fended off all attempts to steal his worse player crown, going 0-6. For his hard work he was awarded a copy of the *Dallas* RPG produced by SPI back in 1980 :-). Thanks to Ian Daglish, I also had a spare copy of *AP4 Normandy* so awarded that to Ray as well.

Andy Ashton of Second Chance Games (www.secondchancegames.com) graciously donated half a dozen sets of unmounted HOB maps III and IV, which were presented to Eric Gerstenberg (furthest distance travelled to attend), Nigel Blair (losing almost as many as Ray), Brendan Clark (for the work he puts in running DOUBLE 1), and Keith Bristow, Tim Bunce and Ian Daglish (for running a mini-tournament each).

I'd like to thank Dominic McGrath and Derek Tocher for their help with the scenario selection, Shaun Carter for help with the prizes, and Tim Bunce, Iand

Continued on page 7, column 3

THE SCENARIOS

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

Scenario	Allied	Axis	Draw
113 Liberating Bessarabia	0	1	0
126 Commando Schenke	0	1	0
133 Block Busting in Bokruisk	1	0	0
135 Acts of Defiance	1	0	0
A30 Defeat in Java	1	0	0
A32 Zon with the Wind	8	4	0
AP12 Cream of the Crop	1	0	0
AP31 First Cristot	2	2	0
AP34 Bocage Blockage	2	3	0
AP40 The Head Of The Mace	1	1	0
CH164 Cry of the Valkyries	1	0	0
EFC4 Third And Long	0	1	0
FrF19 About His Shadowy Sides	0	3	0
FrF4 Barbarossa D-day	5	3	0
FrF7 To Have And To Hold	0	1	0
G35 Going To Church	0	1	0
J100 For A Few Rounds More	2	1	0
J102 Yelnya Bridge	4	3	0
J103 Lenin's Sons	1	0	0
J43 3rd RTR in the Rain	0	1	0
J63 Silesian Interlude	1	1	0
J92 Your Turn Now	0	1	0
PB4 Killian's Red	1	1	0
RPT24 Farmyard Affray	0	1	0
SP13 Stopped Cold	0	1	0
SP141 Broken Beek	5	2	0
SP145 The Relucant Tiger	2	1	0
SP146 Terrify And Destroy	3	3	0
SP154 On The Road To Hell	1	0	0
SP157 Edge of Extinction	1	0	0
SP159 The Lisjanka Epitaph	1	0	0
SP160 The Lost Bands of Edmonton	0	1	0
SP18 An Arm and a Leg	0	1	0
SP74 The Last Tiger	2	0	0
SP99 The Feineisen Factor	0	1	0
T2 (ClassicASL) The Puma Prowls	0	2	0
U7 Han-Sur-Neid	1	1	0
V7 The Hunting Ground	4	0	0
TOTALS	95	52	43



Above: the Pete and Paul corner sees some play-testing of a Kohima scenario.
Below: the prizes for the weekend. And yes, that IS a copy of heDallas role-playing game!



7pm Sunday night, and Nigel Blair wonders where his opponent has gone to.

FIRE TEAM PLACINGS

ELITE DIVISION

POS	TEAM	PLAYER	PTS	OPPO
1st	Shitai Tocher		15	16440
		Derek Tocher		
		Aaron Sibley		
		Brian Hooper		
2nd	Battle Group Draper		15	15800
		Phil Draper		
		Malcolm Hatfield		
		Bob Eburne		
3rd	Kampf Gruppe Bunce		15	15655
		Tim Bunce		
		Simon Croome		
		Gerard Burton		
4th	Task Force Benn		12	12815
		Craig Benn		
		Mark Blackmore		
		Keith Bristow		
5th	Udarnaya			
	Gruppa Schofield		12	12465
		Dave Schofield		
		Bill Sherliker		
		Ian Daghish		
6th	Gruppo McGrath		12	12415
		Dominic McGrath		
		Kris Pugh		
		Mat Haas		

FIRST DIVISION

POS	TEAM	PLAYER	PTS	OPPO
1st	Shitai Koene		24	21770
		Allard Koene		
		Paul Legg		
		Justin Key		
2nd	Udarnaya			
	Gruppa Wichahn		15	13835
		Miles Wichahn		
		Graham Smith		
		Simon Taylor		
3rd	Battle Group Clark		15	12550
		Brendan Clark		
		Nigel Blair		
		Wayne Baumber		
4th	Task Force Edwards		12	9915
		Trevor Edwards		
		Eric Gerstenberg		
		Jackie Eves		
5th	Kampf Gruppe Binns		9	8405
		William Binns		
		Tim Macaire		
		Paul Kettlewell		
6th	Gruppo Mayers		6	5710
		Martin Mayers		
		Nick Ranson		
		Ray Porter		

The **OPPO** value is the total value of the Crusader ladder points of the opponents beaten by that fire team.



Above: an envious Ian Daghish (right) looks on as the team of (from left to right) Derek Tocher, Aaron Sibley and Brian Hooper receive the Elite Division prizes.
Below: Ray Porter proudly accepts his copy of the Dallas RPG for posting the worse record of the weekend - 0-6!!





Above: From left to right, Justin Key, Allard Koene and Paul Legg receive their prizes for being First Division winners, while Ian Daglish and Brian Hooper lurk in the background.
Below: Dominc McGrath's celebrates his 5-0 showing to be crowned Tournament Champion - no prizes for guessing who owes the bottle of Newky Brown on the table though. . . .



PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L	D
Wayne Baumber	3	1	2	0
Craig Benn	8	6	2	0
William Binns	4	2	2	0
Mark Blackmore	8	5	3	0
Nigel Blair	10	4	6	0
Keith Bristow	6	2	4	0
Tim Bunce	5	4	1	0
Gerard Burton	6	1	5	0
Shaun Carter	1	1	0	0
Brendan Clark	3	2	1	0
Simon Croome	3	2	1	0
Ian Daglish	6	2	4	0
Phil Draper	5	2	3	0
Bob Eburne	3	2	1	0
Trevor Edwards	7	5	2	0
Jackie Eves	3	1	2	0
Eric Gerstenberg	4	2	2	0
Mat Haas	4	1	3	0
Malcolm Hatfield	3	2	1	0
Brian Hooper	7	2	5	0
Paul Kettlewell	3	0	3	0
Justin Key	8	4	4	0
Allard Koene	7	4	3	0
Paul Legg	4	3	1	0
Tim Macaire	8	5	3	0
Martin Mayers	4	3	1	0
Dominic McGrath	5	5	0	0
Pete Phillipps	2	0	2	0
Ian Pollard	1	0	1	0
Ray Porter	6	0	6	0
Kris Pugh	4	0	4	0
David Ramsey	2	1	1	0
Nick Ranson	3	0	3	0
Dave Schofield	3	3	0	0
Bill Sherliker	8	3	5	0
Aaron Sibley	6	4	2	0
Graham Smith	3	2	1	0
Simon Taylor	3	0	3	0
Derek Tocher	3	3	0	0
Chris Walton	4	2	2	0
Miles Wichahn	6	5	1	0

INTENSIVE FIRE 2008

Continued from page 5

Daglish and Keith Bristow for organising the mini-tournaments. Bu most of all everyone for turning up and making INTENSIVE FIRE the success it is.

Neil Stevens, who set up the first INTENSIVE FIRE, was unable to attend this year due to NATO exercises, but is hopeful of attending HEROES in March.

If you wish to attend INTENSIVE FIRE 2009, the dates are Thu 22 - Sun 25 Oct – about 15 of us have already booked into the hotel so book now to avoid disappointment!

And if you can't wait 'til October 2009 for some tournament action, HEROES 2009 takes place in March 2009 in sunny Blackpool over the weekend Thu 12 - Sun 15 Mar 2009 – check out the ad elsewhere for the details.

The Crusaders Open ASL Tournament Ladder

INTENSIVE FIRE 2008 Update

New Champion – Dominic McGrath

Derek Tocher

INTENSIVE FIRE 2008 was the 29th British ASL tournament and there are now over 2500 results recorded on the ladder and we now have 255 players who have participated at least once. At any one time there are about 90 ASLers attending tournaments on at least a semi-regular basis. The largest number of games played over the history of UK ASL tournaments has been racked up by Brian Hooper, 144, and there are nine players with over 100 games recorded, and another eighteen who have played 50+. The top 10% of players have ratings of 3280+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2810 while

the bottom 10% of participants are rated 2665 or less. These numbers have remained essentially invariant over the last ten years and the distribution of results is essentially Gaussian about 3000.

Dominic McGrath won the individual tournament with a 5-0 record over the weekend netting him 170 points and putting him 5th on the active player ladder and 6th on the full ladder. The most points gained over the weekend was recorded by Miles Weihahn who went 5-1 and gained 260 pts promoting himself by 96 places in the process. Almost as convincing was

Chris Walton (+230 pts) who had two impressive wins against higher ranked players but still ended up 241st from 255 ranked players. A third impressive performance was also recorded by Trevor Edwards who went 5-2 and gained 215 pts promoting him to the first quartile. Only one player, Paul Kettlewell, managed to lose over 200 pts over the course of the weekend.

Without more ado here is the Crusader Ladder as of 25 December 2008.

Ω

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	64=	Paul O'Donald	72	44--1--27	3135	128=	Gilles Hakim	5	2--0--3	2995
2	Derek Tocher	122	91--2--28	3855	64=	Frenk Van Der Mey	4	3--0--1	3135	128=	Kris Pugh	14	6--0--8	2995
3	Steve Thomas	42	32--1--9	3755	64=	Andrew Whinnett	16	9--0--7	3135	130=	Eric Baker	2	1--0--1	2985
4=	Tim Bunce	55	38--0--17	3720	67	Chris Courtier	13	7--2--4	3130	130=	Matt Blackman	2	1--0--1	2985
4=	Simon Stevens	87	60--1--25	3720	68	Paul Sanderson	41	21--0--20	3125	132=	David Farr	4	2--0--2	2980
6	Dominic McGrath	141	86--2--54	3705	69=	Lee Brimmicombe-Wood	12	8--0--4	3120	132=	Malcolm Rutledge	3	1--0--2	2980
7	Dave Schofield	138	100--0--38	3695	69=	William Hanson	19	11--0--7	3120	134=	William Binns	4	2--0--2	2975
8	Mike Rudd	38	32--1--5	3660	69=	Philip Jones	5	3--0--2	3120	134=	Sergio Puzziello	5	1--0--4	2975
9	Fermin Retamero	13	11--0--2	3650	69=	Anthony O'boyle	3	2--0--1	3120	136=	John O'rielly	5	2--1--2	2970
10	Michael Hastrup-Leth	45	31--1--13	3615	69=	Paul Ryde-Weller	10	5--1--4	3120	136=	Ulric Schwela	41	17--1--23	2970
11	Aaron Cleavin	6	6--0--0	3565	74=	Georges Tournemire	3	2--1--0	3115	138=	Ian Daglish	126	57--2--67	2965
12=	Peter Bennett	14	12--1--1	3560	74=	Mark Walley	4	3--0--1	3115	138=	Mat Hass	7	3--0--4	2965
12=	Bjame Marell	36	26--0--10	3560	76=	Luis Calcada	43	21--1--21	3110	140=	Elliot Cox	2	0--1--1	2960
14	Craig Benn	38	27--0--11	3550	76=	Luc Schonkerren	5	3--0--2	3110	140=	Ben Jones	49	23--0--26	2960
15	Steve Linton	17	14--0--3	3545	78=	Andrew Dando	44	23--2--19	3105	142	Michael Maus	7	3--0--4	2955
16	Jes Touvdal	24	16--0--8	3475	78=	Simon Morris	11	6--0--5	3105	143=	Stuart Brant	5	3--0--2	2945
17	Martin Vicca	27	19--0--8	3415	80=	Steve Cook	18	12--0--6	3100	143=	Laurent Forest	3	0--0--3	2945
18	Lars Klynsner	11	8--0--3	3400	80=	Russ Curry	6	4--0--2	3100	143=	Alex Ganna	2	0--1--1	2945
19	Phil Draper	61	38--1--22	3390	82=	Nigel Brown	26	11--0--15	3095	143=	David Murry	5	2--1--2	2945
20	Mark Blackmore	33	21--0--12	3385	82=	Tom Jackson	10	6--0--4	3095	143=	Pedro Ramis	6	3--0--3	2945
21=	Ran Shiloah	11	7--0--4	3370	82=	Mikael Siemsen	6	3--0--3	3095	148=	Paulo Ferreira	9	4--0--5	2940
21=	Peter Struijf	10	8--0--2	3370	85=	Jas Bal	5	3--0--2	3090	148=	Wayne Kelly	11	4--1--6	2940
23	Carl Sizmur	21	13--0--8	3365	85=	Kevin Beard	13	9--1--3	3090	148=	Bob Nugent	3	2--0--1	2940
24	Bernt Ribom	5	5--0--0	3350	85=	Gary Lock	2	2--0--0	3090	148=	Bill Sherliker	13	6--0--7	2940
25	Paul Haesler	14	7--2--5	3325	85=	Iain Mackay	43	22--0--21	3090	148=	Jon Williams	14	6--0--8	2940
26	Joe Arthur	21	13--0--8	3305	85=	Peter Michels	3	2--0--1	3090	153=	Derek Briscoe	1	0--0--1	2935
27=	Aaron Sibley	58	35--0--23	3295	90	Paulo Alessi	6	4--0--2	3085	153=	Martin Bryan	19	8--0--11	2935
27=	Frank Tinschert	15	10--0--5	3295	91	Dirk Beijaard	5	3--0--2	3080	155=	Andrea Marchino	1	0--0--1	2930
29=	Philippe Leonard	9	7--1--1	3285	92=	Keith Bristow	65	38--1--26	3075	155=	Andy Price	3	1--0--2	2930
29=	Sam Prior	40	22--0--18	3285	92=	Billy Carslaw	11	4--0--7	3075	157=	Paul Boyle	5	2--0--3	2925
31=	Will Fleming	3	3--0--0	3280	92=	Robin Langston	9	4--2--3	3075	157=	John Sharp	8	3--0--5	2925
31=	Ralf Krusat	6	5--0--1	3280	92=	Chris Milne	5	3--0--2	3075	159=	Steve Allen	6	1--1--4	2920
31=	Alan Smee	4	4--0--0	3280	96=	Jean-Luc Baas	3	2--0--1	3070	159=	Tim Collier	17	7--0--10	2920
34	Dave Booth	7	5--0--2	3270	96=	Serge Bettencourt	3	2--0--1	3070	161=	Iain Ainsworth	1	0--0--1	2915
35=	Derek Cox	16	8--0--8	3245	96=	Robert Schaaf	3	2--0--1	3070	161=	Edo Giaroni	3	1--0--2	2915
35=	Malcolm Hatfield	55	25--0--30	3245	96=	Miles Weihahn	13	7--0--6	3070	163=	Joel Berridge	3	1--0--2	2910
35=	Daniel Kalman	11	8--0--3	3245	100=	Alexander Rousse-Lacordaire	4	2--1--1	3065	163=	Brian Martuzas	5	2--0--3	2910
38=	Daniel Batey	4	4--0--0	3235	100=	Bob Runicicles	3	2--0--1	3065	163=	Andy Smith	4	0--0--4	2910
38=	Paul Saunders	19	10--0--9	3235	102=	Scott Byrne	12	7--0--5	3060	166=	Mark Caddy	1	0--0--1	2905
40	David Tye	42	19--0--23	3230	102=	Raurigh Dale	38	17--0--21	3060	166=	James Neary	5	2--0--3	2905
41	Ray Woloszyn	31	18--1--12	3225	102=	Patrik Manlig	16	9--0--7	3060	166=	Phil Ward	5	2--0--3	2905
42	Christain Koppmeyer	15	8--0--7	3220	105=	Stefan Jacobi	11	5--0--6	3050	169	Josh Kalman	10	5--0--5	2900
43=	Ian Percy	12	8--1--3	3215	105=	Bo Siemsen	2	2--0--2	3050	170	Martin Kristensen	6	2--0--4	2895
43=	Tom Slizewski	5	4--0--1	3215	107	Scott Greenman	8	3--1--4	3045	171=	Shaun Carter	65	29--1--35	2890
45=	Klaus Malmstrom	4	3--1--0	3210	108	Steve Pleva	6	3--0--3	3035	171=	Tim Macaire	59	30--0--29	2890
45=	Nils-Gunner Nilsson	5	4--0--1	3210	109=	Michael Davies	66	35--1--30	3030	173=	Jakob Norgaard	6	1--1--4	2885
45=	Yves Tielemans	3	3--0--0	3210	109=	Mark Warren	20	11--0--9	3030	173=	Bernard Savage	21	9--1--11	2885
48=	Francois Boudrenghien	3	3--0--0	3205	111=	Daniele Dal Bello	4	1--0--3	3025	175=	Sam Belcher	8	3--0--5	2880
48=	Bob Eburne	56	32--0--24	3205	111=	Peter Hofland	4	2--0--2	3025	175=	Graham Smith	40	16--0--24	2880
50	Simon Croome	52	28--0--24	3200	113	Gerard Burton	19	9--0--10	3020	177=	Patrick Dale	38	15--1--22	2875
51	Jean Devaux	3	3--0--0	3190	114=	Tony Gibson	25	13--0--12	3015	177=	David Ramsey	24	9--0--15	2875
52	Armin Deppe	13	7--1--5	3185	114=	Vincent Kamer	4	2--0--2	3015	179=	Eric Gerstenberg	6	3--0--3	2870
53	Bill Durrant	5	4--0--1	3180	116=	Colin Graham	5	3--0--2	3010	179=	John Johnson	1	0--0--1	2870
54=	Steve Crowley	47	21--1--25	3175	116=	Andrew Saunders	33	15--1--17	3010	179=	David Kalman	5	2--0--3	2870
54=	Jonathan Pickles	8	5--0--3	3175	118=	Allard Koene	7	4--0--3	3005	182	Russell Gough	81	45--4--38	2865
56=	Grant Pettit	7	4--1--2	3170	118=	Martin Mayers	19	8--0--11	3005	183=	Brendan Clark	16	6--1--9	2860
56=	Bruno Tielemans	3	3--0--0	3170	120=	Nick Brown	3	1--1--1	3000	183=	Peter Ladwein	21	9--0--12	2860
58=	Rodney Callen	6	4--0--2	3160	120=	Thomas Buettnner	3	2--0--1	3000	183=	Lutz Pietschker	4	1--0--3	2860
58=	Mel Falk	9	5--0--4	3160	120=	Stephen Burleigh	37	15--2--20	3000	183=	Neil Piggot	4	1--0--3	2860
58=	Stewart Thain	21	11--0--10	3160	120=	Steve Grainger	8	4--0--4	3000	183=	Neil Stevens	60	24--2--34	2860
61	Jeremy Copley	9	6--0--3	3150	120=	Martin Hubley	4	1--0--3	3000	188	Nick Angelopoulos	5	1--0--4	2850
62	Nick Edelsten	22	14--1--7	3145	120=	Ian Kenney	4	2--0--2	3000	189	Bill Eaton	21	8--3--10	2840
63	Trevor Edwards	103	53--1--49	3140	120=	Phil Nobo	11	6--0--5	3000	190=	Martin Baker	7	2--0--5	2835
					120=	Duncan Spencer	4	2--0--2	3000	190=	Mark Furnell	13	5--1--7	2835
										190=	Dave Otway	5	1--0--4	2835



VIEW FROM

Rank	Player	Played	W—D—L	Points
193	Brian Hooper	144	50-2-92	2830
194	Mike Daniel	5	2-0-3	2825
195	Mark Chapman	6	2-0-4	2820
196=	Michael Robertson	4	1-0-3	2810
196=	Michael Essex	30	14-0-16	2800
196=	Ivor Gardiner	17	8-0-9	2800
196=	Clive Haden	5	2-0-3	2800
196=	Justin Key	57	23-1-32	2800
196=	William Roberts	11	3-1-7	2800
202=	Kevin Croskery	16	6-0-10	2790
202=	Alistair Fairbairn	3	0-0-3	2790
202=	Paul Legg	115	47-2-66	2790
202=	Nick Sionskyj	8	3-0-5	2790
206	Chris Littlejohn	14	3-2-9	2780
207	Graham Worsfold	3	0-0-3	2775
208=	Lee Bray	14	3-0-11	2770
208=	Richard Kirby	7	2-0-5	2770
210	Bill Hensby	31	10-0-21	2765
211=	Andrew Hershey	10	4-0-6	2760
211=	Flemming Scott-Christensen	6	1-0-5	2760
213=	Oliver Gray	9	3-0-6	2755
213=	Jonathan Townsend	4	1-0-3	2755
215	Peter Neale	3	0-0-3	2750
216	Pete Phillippis	120	52-0-69	2745
217	Burnham Fox	23	10-0-13	2740
218=	Rupert Featherby	3	0-0-3	2735
218=	Nick Quinn	14	5-0-9	2735
220=	Neil Brunger	43	15-0-28	2730
220=	Gareth Evans	4	0-0-4	2730
222=	Hamish Hughson	4	0-0-4	2725
222=	Paul Kettlewell	83	37-0-46	2725
224=	Steve Cocks	4	0-0-4	2720
224=	Marc Horton	6	1-0-5	2720
226	Ray Jennings	11	3-0-8	2715
227	Simon Hoare	4	0-0-4	2690
228	Jeff Howarden	7	2-0-5	2685
229=	Andy McMaster	29	10-0-19	2680
229=	Christain Speis	5	1-0-4	2680
231=	Wayne Baumber	61	27-0-36	2670
231=	James Crosfield	15	6-0-9	2670
233	Pedro Barradas	7	1-0-6	2655
234	Ian Pollard	109	42-1-66	2640
235=	Nigel Ashcroft	52	19-1-32	2635
235=	Nigel Blair	104	39-1-64	2635
237	Adrian Catchpole	11	2-0-9	2625
238	Adrian Maddocks	12	3-0-9	2620
239	Arthur Garlick	21	2-5-14	2615
240	Bryan Brinkman	9	1-0-8	2610
241	Chris Walton	34	9-0-25	2600
242	Roger Cook	29	9-2-18	2590
243	John Fletcher	6	0-0-6	2585
244	Chris Netherton	30	10-2-18	2560
245=	Mike Stanbridge	47	13-1-33	2555
245=	Simon Taylor	8	1-0-7	2555
247	Michael Rhodes	43	10-0-33	2545
248	Robert Seeney	5	0-0-5	2510
249	Nick Carter	11	2-0-9	2475
250	John Kennedy	24	5-0-19	2415
251=	Chris Ager	26	7-0-19	2400
251=	Paul Case	120	31-3-86	2400
253	Jackie Eves	39	11-0-28	2345
254	Nick Ranson	26	3-1-22	2150
255	Ray Porter	26	1-0-25	2105

LIBERATING BESSARABIA

Nick Smith

This is a short attractive scenario which should be playable in an evening. The Romanians have a reasonably strong force with a decent ELR and AFV capable of going head-to-head with the early war Soviet AFV facing them. They have to occupy 6 or more multi-hex buildings, most of which are there for the taking on board 49.

The Russians labour under several disadvantages in this scenario. One is the general condition of early-war Soviet troops as portrayed in *ASL*: valiant enough, and certainly in infantry firepower more than a match squad-for-squad for their Axis Minor opponents, but handicapped by minimal leadership (just 2 leaders with a total of -1 DRM in this game, and no Commissar available) and the lowly ELR of 2. Of the 11 squads, 4 are already 4-2-6


conscripts. Their AFV are thin-skinned light tanks and armoured cars, both groups radioless and hence subject to the restrictive rules of D13, although the armament of both is respectable enough to account for any of the Romanian AFVs. The biggest handicap in this scenario however is the SSR that makes all buildings Wooden. I feel that Stone Buildings with their +3 DRM are particularly tough nuts for squads with a basic FP of 3 to crack, but that difference of 1 makes things a lot less daunting for the Axis attacker. Even the Russian SAN is only 3.

The Romanians don't have everything their own way. Of the six AFV they field, four are the PzKpfw 35t variants which have both a decent enough MA and a useful 8 FP when both MGs are included, but the two R-1s will not be much use

LIBERATING BESSARABIA

ASL SCENARIO 113

Scenario Design: Paul Kenny



VICTORY CONDITIONS: The Romanians win at game end if they Control ≥ 6 multi-hex buildings.

BRANZENI, BESSARABIA, 5 July 1941: At the onset of Barbarossa, Romania's primary goal was recapturing from the Russians its lost lands in Bessarabia and northern Bukovina. Although the Russians successfully resisted the initial assaults in this area, by the end of June the Axis had succeeded in establishing a small bridgehead over the Prut River, near Falcu. A major offensive was planned for July 2nd. The main blow was to be delivered by the experienced 11th German Army. Under its command were the best motorized and most experienced Romanian units available—the Romanian Cavalry Corps with the 1st Armored Division, two Cavalry Brigades, and the 6th Infantry Division. They were to advance toward Moghilev together with the German 11th Corps.

BOARD CONFIGURATION:

N

46	22

(Only hexes A-Q are playable)

BALANCE:

- ★ In the VC, change "≥ 6" to "≥ 7".
- ◆ Exchange two 4-4-7 squads for two 4-2-6 squads in the Russian OB.

TURN RECORD CHART

★ RUSSIAN Sets Up First [65]		1	2	3	4	5	6	7	8	END
◆ ROMANIAN Moves First [84]										

Elements of the 74th Infantry Division and supporting armor [ELR: 2] setup east of the 49A5-49F7-49J8-49Q8 road: (SAN: 3)

4-4-7
7

4-2-6
4

9-1
2

7-0
2

7-0
2

7-0
6

22
2

16
2

Elements of the 1st Tank Regiment and the 3rd Motorized Vanatori Regiment [ELR: 3] enter on Turn 1 along the west edge: (SAN: 2)

3-4-7
14

9-1
2

8-0
3

7-0
4


13
2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. The board 22 stream is dry. All buildings are wooden.
3. Vehicular crews may not voluntarily Abandon (DS.4) their vehicles.

AFTERMATH: The attack started with the Romanian 1st Armored Division crossing the river Prut and advancing eastward. Between July 4th and 5th, the 1st Armored fought its way into Branzeni against the 74th and 176th Infantry Divisions and their armored support. Despite desperate close quarters action, and a number of strong counterattacks, the Romanians seized the city, where they were greeted as liberators. By July 8th they had reached the Dniester River, and by the end of July the Red Army was completely expelled from Romanian soil.

DEPLETED URANIUM DICE



Found this picture of dice made from depleted uranium while surfing the Net recently (<http://www.orau.org/PTP/collection/consumer%20products/dudice.htm>). Ideal for To Hit DRs!



against Russian armour and have the additional restriction on the CA of their BMG, as well as being radioless. In CC the Romanian 3-4-7 is at a disadvantage against either of the Russian squads. Nevertheless their SW are also quite generous, with 2 4-12 MMGs and 2 60* Mtrs. However the light mortars are somewhat restricted by their minimum range in close range city fighting so will need to be carefully placed, bearing in mind that mortars cannot fire from inside buildings. The MMGs and LMGs will be more useful in both laying down Fire Lanes and also bulking up the otherwise modest FP of the Romanian squads.

The armour forms an interesting facet of this game. It includes the R-1s and the BT-2as, both rare at this point in the war and in *ASL*, and gives a flavour of some of the almost anachronistic armour fielded up to then before mass industrialisation and technological advancement really took over. Thus we find that the majority of the AFVs in this scenario are radioless and all suffer from ST penalties. The BT-2A is fast (22 MP) but suffers from Excessive Speed breakdown, as well as being subject to Russian vehicle note M (stalling on 11 or 12). Walls offer hulldown protection to either side, while the Romanian vehicles have also the Small Size modifier to aid them. None of the gun calibres are higher than 45L, and in my own playing of this scenario I had tanks and armoured cars hitting one another once or twice and failing to achieve a KO by a considerable margin. MA is liable to breakdown, more so however for the Russians with their B11, although ironically I broke the MA of the most advanced AFVs, the Romanian R-2s, twice! Those used to running Panthers, Shermans and T-34s around the boards might find operating

these vehicles an enlightening experience.

Strategy for both sides hinges on the fact that, to put it cruelly and at the risk of sounding callous, losses are irrelevant to the victory conditions. Only one squad and no AFVs need be left at the game end as long as the requisite number of multi-hex buildings has been gained or retained. As in all city scenarios, the Soviet player has to consider the multiple avenues of approach available to the Romanian: however, there are basically three at the beginning of the game, two of which can be easily covered by the two MMGs and/or two LMGs available. One road runs across a bridge over the gully, the other (in hexrow Q, which is still in play) runs in a straight line past the first traverse road and allows swift access to board 22. For this reason it might be worth covering this approach with one of the AFV as well, although this would mean an isolated AFV needing to pass a NTC should it wish to move (D13). Keeping the Romanian off either road means slowing him down. The Soviet player no doubt could wish for an AT gun to place in building and cover the road leading over the gully, but sadly only an ATR can fill this gap, unless he wishes to park an AFV or two at the crossroads. The third approach is across the fields and over the gully, which is slower but is not particularly risky given that the Russian initial setup is restricted to east of the road running north from 49A5. A particularly aggressive defender might try to run a squad into the upper storey of one of the buildings on the west side of the road to strip Romanians of their concealment, but given that by then the Romanians will be fielding all their forces on board and that Russian squads need careful conservation in this game, this is a risky strategy.

Bearing in mind that the game is only 8 turns long, the Russian can win by making the Romanian over cautious. He can do this by use of Concealment counters, particularly if the Romanian is led to believe that open ground approaches (especially roads) are covered. After all, once

a Romanian squad is broken its 6 morale makes it harder to get back into the game. For his part the Romanian must be fairly assertive and not spread his forces too thinly, especially if a leader or two is lost, since the Romanian infantry are low in FP and brittle when broken. He can also play the interdiction game by using AFV or MGs to cover the roads and thus prevent Russian squads and especially leaders from flitting from block to block. Given the low number of Soviet leaders in the game, this is a worthwhile tactic. Again it may sound callous, but the Romanian can afford a straight exchange of AFV given his numerical superiority, although he should try to conserve at least one R-2 if possible given that the R-1s operate under some restrictions. Given their relatively low calibre weapons, the AFV are probably better employed to deny Concealment possibilities to defending squads, or perhaps create Encirclement. With the relative lack of infantry LATW in this game, both sides can also go for point-blank fire with their armour against the infantry, while the high speed Russian AFV are especially suited to carrying out a rapid Overrun against Romanian infantry caught out in the street at the end of their Player Turn. One thing there won't be in this game is a Stalingrad-type fury of Blazes, Rubble and HE CHs taking out large numbers of squads - the firepower simply isn't there. The only way Rubble will be created in this scenario is via a low Rubble Creation dr after driving an AFV into a building - a risky strategy, incidentally, given the 1 in 6 possibility of the tank falling instead into a Cellar (this happened in my own game). Instead most combat will come down to 6 or 8FP attacks on the IFT, and maybe CC within the buildings themselves. AFVs may be the key to victory, but they cannot control buildings, and an SSR prevents Crews from abandoning their vehicles to do so.

Overall I would agree that in solitaire play at least, the scenario favours the Romanians, but this still feels like a game where there are possible roads to victory for either player, depending very much on how the armour is used. Feel free to use the Scenario Balance, which increases the necessary number of buildings to 7 which is not too drastic a change.



Romanian cavalry cross the river Prut during the 1941 campaign.

HEROES 2009

ADVANCED SQUAD LEADER TOURNAMENT

12TH - 15TH MARCH (THURSDAY THROUGH SUNDAY) 2009

HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2009 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. Room rates are the same as 2008, just £25.00 per person for a shared room or £30.00 for a single room for bed and breakfast.

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 2009.

HEROES 2009 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.

NAME							
ADDRESS							
NIGHTS ROOM REQUIRED FOR (tick each one)							
THURS		FRI		SAT		SUN	
SINGLE ROOM				DOUBLE ROOM			
NAME OF PERSON SHARING WITH							



A STEPPE IN THE RIGHT DIRECTION

An account of a battlefield tour of the Great Patriotic War
Moscow, Stalingrad, and Kursk.

Neil Brunger

In September 2008 I took the opportunity to participate in a battlefield tour of the Great Patriotic War: Moscow, Stalingrad, and Kursk. This tour was organised by "Holts Tours."

The tour consisted of 8 people: American, Dutchman, Southern Irishman, Welshman, Isle of Man, Two British, and a Geordie. No language problems there right? We were accompanied by the author Mike Jones. Mike is the author of "Stalingrad: How the Red Army Triumphed." Maureen Meakin the Holts Tours representative, and Oleg G Alexandrov of the "Travel Agency Three Whales" interpreter and general guide / local organiser, completed the team. The tour also received support of veterans from the Red Army, local guides, and museum guides. Hotels, food, information, general support for welfare and guidance were outstanding.

It was a dream trip. "Trip of a lifetime." my wife Anne said during the negotiations. It felt like a combined school trip for 10 year olds, and "last of the Summers Wine." escapade, rolled into one. It was very informative and great fun.

The Tour itinerary was extensive. The tour was all inclusive: travel, hotels, food, and entry fees. Expensive, O'Oh yes, but worth every rouble. To be able to visit the battlefields with support of veterans from the Red Army, hear their reminiscences, and visit their own museum in Kursk was an opportunity which will become increasingly rare as the years pass. Through Oleg as interpreter, you could ask both subjective questions about personal experiences, and technical questions about the equipment.

Mike gave regular talks to place the battles in general context.

It all began being collected at my home and driven to Heathrow airport..... leading to initial Three nights in the "Cosmos Hotel" in Moscow.

Day 1

A Visit to the "Great Patriotic War Museum" and "The Armed Forces Museum"

The quality, detail and content of the museums are excellent. If only you had more time! Not all the museums have English descriptions. However, the guides are good and Oleg translates. Anyway after many years reading about the Eastern Front I could recognise and appreciate most items. The documents and letters one could only guess at. The monuments to the fallen, military and civilian are thought provoking, and bring home the human cost of the war. The displays are modern and effective. Plenty of Red Army and German equipment is on display. The military banners of the Third Reich, the eagle from the Reichstag are all there on view.

Some display cases are covered with Iron Crosses. No problem as the guide said "we have two tonnes of Iron Crosses in the cellar".

The Armed Forces Museum covers the history of the Soviet Army to the present day. There you can see the wreckage of the U2 spy plane and accounts of Soviet pilots flying in Korea. Both of these museums have many Soviet AFV's, and a gun boat with T34 turrets. It's great to see

so many tanks, SPG, artillery, mortars, and machine guns of all types.

Most of the museums have large dioramas depicting the various aspects of the war and heroic exploits of Hero's of the Soviet Union. They include incredible detail and can be up to 20 metres high by 30 metres. 3D foreground leads your eye into the very impressive paintings.

There are souvenir shops but the true meaning and possibilities of souvenirs does not appear to have been recognised yet.

Day 2

Visit to the huge "Monino" Aircraft Museum

This displays aircraft from 1918 to almost the present day. Tupliov, Yaks, Shturmoviks, Airacobra and other lend lease planes are all here. The biplane type flown by the "Night Witches." of Stalingrad. Counterfeit copies of USA Super Fortress build to lift the atomic bomb.

There are modern jets and Hind helicopters, and an extremely large helicopter / plane hybrid. I am not into aircraft but it was impressive to see the armour plate on a Shturmovik. The museum guide was ex air force and could and would elaborate on detail. Descriptions of the Hero's of the Soviet Union ramming planes were dramatic.

In the afternoon we visited the Izmailova flea market for souvenir shopping. We received a warning to haggle and also a warning that any buying of items more than 60 years old was disapproved of by the

Government and may be confiscated at the airport with the payment of a fine! Luckily I did not come across any tempting items. I did buy lots of souvenirs through. Or junk depends on your point of view!

Day 3

Red Square; Lenin's tomb

No hands in pockets, no talking, no stopping! Stalin's grave is out the back now. GUM department store. Stalin Impressionists are available. Then Fly to Volgograd. Gumrak airfield no less!

Day 4

Stalingrad. (Volgograd)

Our hotel is in Hex S39 on *Valor of the Guards* map.

This is the same building complex where Von Paulus hung his hat and his head. The Univermag. There is a small museum in his cellar. Nearby the Railway station now rebuilt but in a similar place. The hotel is a short walk down to the Volga where I dipped my hand in the water. It's very strange to be here. A beautiful city now. Famous apparently for its Chocolate factory shop. Now that's a factory worth capturing. I can definitely say the chocolate was good.

Day 5

"Drive to the river Don!"

Sounds impressive but we did it in a bus. Anatoly Grigorevich Mereshko was a young lieutenant in the cadets during the retreat and served in the 62nd Army to Berlin. He gave us detailed reminiscence of the battles. He swam across the Don river under fire. Fire from both sides! We went to Kalach to see the meeting of the Armies memorial.

Many of the large statues are very detailed. They often tell of heroic but very tragic events. It is strange that the western banks of the rivers Don and Volga are

much higher (100 foot?) than the eastern banks. An Artillery observers dream.

Day 6

The Mamaev Kurgan "Memorial Complex of Heroes of the battle of Stalingrad."

An awesome place to visit. The extremely large statue of Motherland.

The impressive views of Stalingrad city (Volgograd) and East bank of Volga. You can see why it was so important during the battle. Chuikov's grave and Zaitsev's grave are here. The eternal flame with it's guard of honour. Visit the factory district now rebuilt much to the amusement of the shift change and local kids, with the usual T34 on plinth. Visit to the grain elevator.

Yes it's still there. Apparently a tunnel led to the Volga which allowed Russian reinforcement. A monument to Pavlov's House, and across the road the mill kept the way it was after the battle.

There are excellent detailed exhibits in the Stalingrad panorama museum. Including a molotov cocktail launcher (actually glass globes) and a Zaitsev's rifle (he had a few!) Just another sniper really "we had others." The panorama depicts memorable events during the final battle for Stalingrad seen from a view point on the Mamaev Kurgan. Visit to Lyudnikovs Island and see a command post kept as it was. It's in state of extreme disrepair. The Germans and time have not been kind. What a day!

Day 7

Visit to Von Paulus's museum and his temporary home before capture in the cellar of the Univermag. Many of his sketches which appear to be focused on re-supply and food for some reason.

Boat trip up and down the Volga, (not under fire!) Passing the factory district and Volga boatmen memorials. The river has changed some of the islands are now

under water since the Volga hydroelectric dam and Volga Don shipping canal was constructed.

Visit the to the nail factory now almost obstructed by new buildings. See the utility post with many munitions hits on near the station.

Fly back to Moscow. It felt that there were many ghosts at Gumrak airport.

Day 8

Tank heaven at Kubinka Tank museum!!!!

This visit was almost cancelled as it is on a military base where both testing of new tanks and firing range preparation for military conflict is done. Foreign nationals need a pass. Given the recent political situation and tension things were a bit huffy. But thanks to Oleg it was rearranged and sorted. One morning visit is not enough. So many tanks so little time!

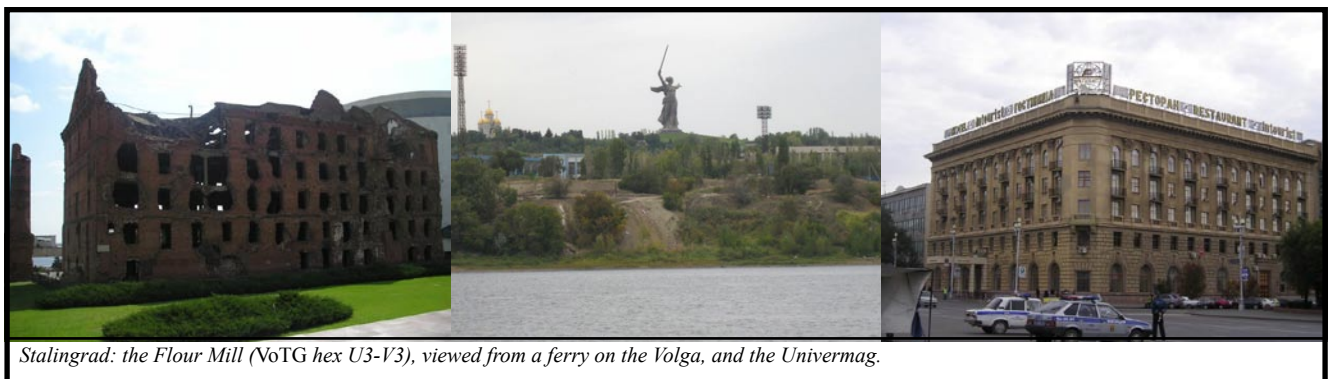
We saw the German pavilion exhibits, and the Soviet heavy and medium pavilions.

I saw a few extra external exhibits as I deserted from the group on a pretext. Other pavilions are there and the catalogue list is extensive covering many nationalities. I took as many photographs as I could. PzKpf I to Tigers and Maus. Marders, Wespe, Stug's, Sig33, Brummbaer, Jagdpanzer, Sturmtiger, Elefant, 60cm Karl Moser, Goliath, and a strange Alkett Minenraumfahrzeug experimental mine clearance vehicle, to name only a few.

The Panther is reported to be operational.

Some very rare items and some strange machines are there. There's an armoured train. The museum guide was ex tankerman and knowledgeable. Those external tanks on Russian AFV were used for water or oil for oil changes and definitely not for containing additional fuel. "Only an idiot would carry spare fuel into battle." Oh and they are impressed with Bovington museum!!

Afternoon visit the Moscow Defence



Stalingrad: the Flour Mill (NoTG hex U3-V3), viewed from a ferry on the Volga, and the Univermag.



Some of the items in the Kubinka Tank Museum; a Panther, a Maus, and the Alkett Minenraumfahzeug.

museum. Very impressive detailed exhibits but no photos allowed and cubical closed so no souvenirs or brochures, shame that. The Moscow Defence Memorial is in the form of a set of large tank obstructions.

One hour from Moscow central. NOT with present traffic jams it's not. And, no, you cannot see the spires of the Kremlin. A myth? Then Overnight sleeper train to Kursk.

Day 9

Hotel in Svoboda (Freedom) outside Kursk

Seeing the Russian countryside, villages, forests, swamps, Balkas, Panji wagons, and meeting some local Babushka's was great.

Drive to Ponyri Station on the Northern front of Kursk salient. The "Little Stalingrad" battlefield of Kursk. "Rebuilt by happy German prisoners of war."

The fields consisted of rich black soil. As luck would have it, it rained on the first visit to existing trench lines and mass gravesites. The van pulled of the road and promptly got stuck in the mud! A good example of Russian traffic problems. We also visited the remnants of a Russian Pakfront on the Teplov heights. Good fields of fire. The headquarters of Rokossovsky have been preserved and are an interesting example of dug out HQ. A local museum covers the battle. We visited grave sites of both Russian and German soldiers on either side of a road. The German Government provide financial assistance to locate and bury the war dead. Joint student trips are arranged. It was a sobering experience.

Day 10

A meeting with Kursk veterans at their officers club with it's own museum. The veterans gave a talk on the battle. Visiting Kursk monuments and a visit to the graveyard with mass graves. The monument to the Kursk submarine disaster is also here. Then a drive to the Southern

front at Jakovieto "following the death ride of 4th Panzer Army".

We explored the battle field around Prokhorovka near the river Psel with veteran Boris Ivonov a member of the Guards Paratroops Regiment. Only the luck of the Irish member of the group found a piece of battle field scrap. Almost got inside a T34 through the escape hatch underneath but was promptly dragged out by rep. The visit included a Dad's Army version of ATG gun laying in re-established trench and bunkers system directed by one of the veterans. Overnight train to Moscow.

Day 11

A Cultural trip with Metro rides and Exploration of the inner Kremlin.

See the changing of the guard at the Unknown soldier/ war memorial.

Then a meeting with the veteran organisation with many speeches and much vodka drunk in toasts during lunch. As with most of the veterans during the trips the group was admonished regarding the delay of the "Second Front"! They did appreciate the Lend Lease assistance, especially the provision of "SPAM" and "Dodge trucks" The group were also warned about the possibilities of another "cold war" precipitated by the recent events in Georgia. Diplomacy held sway. We didn't throw the only American on the tour, Delmar into the Volga river.

Some of the veterans became emotional due to the traumatic reminiscences. The veterans were ex officers from infantry, partisan, artillery, navy, and air-force units

Day 12

Homeward bound

Conclusion

I have rolled low dice on all these battle fields. I know, it's very childish, but

a fun thing to do. Not that it will make much difference to the way I play *ASL*. I have compared the *Valor of the Guards* map with local terrain and found it reasonably accurate. I even got the map signed by Anatoly Grigorevich Mereshko, a veteran of Stalingrad to Berlin who remained in the military to become a Colonel-General and Deputy commander of the Warsaw Pact. Some *ASL* counters also made the trip. Sad but true. I have taken many photographs of the trip and placed them on an accessible web site.

I would recommend the tour to anybody. I am now re-reading books with new insight into the battles. My ability in visualising the battlefields and the equipment during *ASL* is improved. Sadly not my *ASL* ability but then war is hell! I die in the war for people like you!

I can only begin to appreciate the physical and psychological demands on the soldiers and civilians involved in the conflict. The sacrifice of the Russian people was tremendous.

The Russian people were friendly and interestingly different. Moscow is expensive and traffic jams and accidents are frequent.

I will provide further information on request and possibly bore you all to death at Blackpool in 2009.

To contact Holts Tours telephone 0845 375 0430, email them t info@holts.co.uk, visit their website at www.holts.co.uk, or write to them at Holts Tours, Aviation House, Crossoak Lane, Redhill, Surrey, RH1 5EX.



A Half-Baked Idea For Half-Tracks

Robert Delwood

One of my earliest recollections of *Squad Leader* is of the half-track. More so than tanks (remember, *Squad Leader* had only token representation of tanks) the half-track symbolized true mobile and armoured warfare. For starters, they were given out more freely than tanks. Second, since they required the same AT weapons to kill them as tanks, the other side was less concerned about half-tracks. As a result, they were almost invisible on the battlefield. Bazookas and PF were rarities back then and were never allocated in expectation of a full frontal half-track assault. Their low FP was easily overcome in two ways. You could always bunch them together and have several half-tracks forming a single fire group. You could also actually load a squad in one of them have form a moving firebase. The aggressive player would even charge an enemy position using both tactics and get an impressive AFPh attack. Anyway you went, they were gobs of fun. This was in the days when war was fun. We had only seen Patton and Kelly's Heroes; Saving Private Ryan would be years away.

Yet, this hardly matched up the to record in the history books. Designed mostly for transporting men and equipment to the battlefield, they were never intended to really be used there, much less as a primary assault vehicle or as indestructible fortresses. In fact, the very opposite was true.

ASL did a good job changing all that - albeit indirectly. By redesigning the DF and AT combat, their vulnerability is emphasized. There are new and innovated ways of killing them now: ATGs, PF, BAZ, CC, AATM, and even MG fire. No self-respecting crew (or at least one interested in self preservation) would dare ride into combat now. If CVP are an issue, these vehicles represent easy kills. So has the pendulum swung fully over to the other side now?

Pretty much, although, with caution they may still be used. The fact is they can perform those roles (mobility and some firepower) but it takes much greater timing and coordina-

tion. They need to regard the risk-benefit thing much more closely. As vehicles go, they are still fast. If you need to get somewhere quickly, these do the job. Since they are so vulnerable, it might be best to move them last, however.

Before getting into tactics, a word must be said about the differences between scenarios and campaign games. These form the whole basis of the *ASL* world. Scenarios present the exact situation for the conflict. That is, the victory conditions, map configuration, the number of turns and the forces to be used. As a result of the narrowly defined situation, each weapon is usually given for an exact purpose. If one side has a DC, for example, is likely needed to blow up the bridge or take out the pillbox. Rarely is anyone simply given "extra" weapons. Think of the play balance of many scenarios if suddenly one side is handed an extra DC or FT. In this sense, each tool or weapon almost has to be used for the role assigned it by the designers. To win that scenario, you have to follow the tactics prescribed by the situation. Not doing so would be downright foolishness.

Campaign games, on the other hand, are very different. First, you are generally given the latitude to pick your weapons. Not only that, the latitude of weapons is wide. Most CGs have the range of sub-standard conscripts (who, in *Red Baricades* get stored in basements) to King Tigers. Inside that range, the engineers usually get several DCs and FTs. It is precisely this latitude that allows players new tactics. No longer is a specific weapon give a specific task. Rather, the player may now

choose his weapons based on his style of play. You might end up with four DCs and it's up to you to use them as you see fit.

When I first started playing CGs, I noticed I had too many half-tracks. They lingered in the back areas and I rarely used them, thinking they would not affect anything or afraid to have them destroyed. Ironically, not using them was a bigger waste. It disturbed me after a while that I had unused equipment while my front line troops suffered. At that point I decided to better employ these weapons. They still did not see combat necessarily but I moved them closer to the front and usually within striking distance of a target. I found out the threat of a weapon is often more damaging than its actual use. For example, a half-track threatening to scoot behind an enemy line is going to make the opponent change his PF/DF tactics - mostly by not firing as much to keep something in reserve. The only distinction I would make about half-tracks is whether it is loaded with a real weapon. Most nationalities (and especially the Americans) mounted mortars or small Guns. In this case, you have to consider it tank and use it accordingly.

Regardless, we have turned vulnerability into strength. True, it may take some work and the operation may never actually happen. This aspect turns many players off. They do not want to invest that amount of time for so little a payback. That's fine, but the point of this article is to optimize weapon's use. What these players don't see is how it affects the opponent's thinking. The decision to fire or not fire, move or deploy, for instances, is a complicated one with many factors considered. Often these factors may be very subtle. Anything to complicate or tax your opponent's decisions is good.

So what can this vehicle do well? Like any other weapon, the exact options are left to the player's creativity. In this case, the nature of the vehicle is less clear cut (at least in actual battlefield terms) than others. For instance, a HMG can be used for several applications. It can shoot planes or take out half-tracks. But quite distinctly, it is designed to mow down



German infantry dismount from a half-track.

infantry. That is what it's best at and that is the role it is often used for. To better use half-tracks, you need to understand their capabilities. Those can be divided into three groups: Speed, Fire and Armoured. While transporting infantry is also capability the purpose of that transportation usually falls into one of the three. It's funny that such a vulnerable weapon would have so many options on the battlefield. Perhaps it is precisely because it is vulnerable does it have so many options. How many of us would rush a Panther behind the lines to encircle a unit?

Speed

Quite clearly what half-tracks do best is move quickly. If you need to get something from one end of the battlefield to the next, these do it. Overlooking their vulnerability for the moment, even from stop to stop position, they can cover 14 hexes, more than the width of a conventional board. This is optimal. Soft ground, lots of turns and bypassing will slow down the unit. At the least this should be enough to go from one covered position (say, next to some woods) to another in a single movement phase. Remember, they can go through enemy personnel without having to attack them. They can even move through enemy vehicles.

There are several reasons you'd want to have half-tracks behind infantry. Severing rout paths is an especially important role. Highly unlikely a half-track could ever kill infantry outright, denying rout allows it to destroy several at one time and without risk to itself. Even making infantry rout in another direction is good and might make all the difference. At the same time, it could provide the needed fire for encirclement. This is a seldom-used tactic considering how difficult it is to set up. In short, a unit has to be fired on in opposite directions. Often, the unit dies or fails to rout long before it is ever encircled. Nevertheless, half-tracks, if they get behind the unit could provide that fire power.

Also, half-tracks can get men and equipment behind the line. This is risky considering the vehicle's vulnerability. However, it can rush behind the line and deposit a squad and perhaps a SW. Perhaps, viewed as the most common use of half-tracks, I have seen many cardboard troops die during poorly timed



American infantry moving forward on a M3 half-track.

or ill-conceived attacks. The key is good planning, and timing. Timing includes both the tactical use of them and strategic use. Tactically, the vehicle should move last, getting potential DF/DFP out of the way. Strategically refers to the game turn it does so. Too early in the game and the enemy may be able to react to it or even completely minimize the action. Too late and it has little effect on the game or too many units are around, preventing it.

In campaign games, they can be used more freely. They can capture strategic locations if need be. Jumping out at the last minute, they can claim one. This allows the side to get a new setup position and possibly upsetting the other's plans. In another use, my team member launched a half-track assault in KGP I. The intent was a no-lose situation. If they drew fire, we would know where the enemy was, if they got past everyone, then we'd have units behind the front. As it turned out several of them made it and in fact, disrupted the security area of the American's field phone. Without intending it, we removed American OBA.

Fire Power

The second characteristic of these machines is they usually have an inherent MG. This takes the form of a 3 FP attack. Not using the IIFT, this is equivalent to a crew or half squad. While by itself it may not make a big difference, half-tracks may combine with other half-tracks and/or infantry to form firegroups. This is the only vehicle able to do so. In addition, infantry leaders may direct firegroups involving them. Again, this is the exception to the rule. To give a Patton-like appearance, the leader may even be loaded (albeit unbuttoned) in the vehicle at the time. All this allows some flexibility in attacking. Infantry formerly separated by an open hex may

be form a FG if a half-track is parked between them.

Armoured

Lastly, half-tracks are still armoured vehicles and have all the characteristics of them. They are immune to small armed fire (for the most part), can overrun, and can be buttoned up for starters. More importantly, if you think of them as weak and underpowered tanks, their real advantages may be seen. Among other things, they may use the infamous freeze-sleaze tactic. Actu-

ally not a sleaze at all, it disallows infantry from firing out of a location if there is an AFV in at as well. That means if a half-track can get into a location, your other infantry may move without fear. Not to go into a discussion of this tactic but one common application is to enter the hex of the enemy and yours rush up adjacent and subsequently CC them. Bewared that timing is everything but if you can do it, it is deeply satisfying to say the least.

As an AFV, half-tracks may also perform Armored Assaults with infantry. The personnel units accompany the half-track through out the movement phase but as a result the DRM -1 FFMO is negated and the vehicle provides a +1 hindrance DRM for a total modifier of zero. By the same token, the vehicle as a hindrance allows you to move them to the middle of the battlefield and provide man made cover for the troops. Often where CVP do not matter, this is where the vehicles make their mark.

Summary

In summary, half-tracks are not king of the battlefield. They are extremely vulnerable and often have little direct influence on the outcome. However, with some planning, a well-timed use of them can have dramatic effects. The unsuspecting opponent will be surprised by them and the experienced player will always have to guard against this option. In either case, not using them may be the more of a weapon.

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Where Are They Now ... ?

Mark S Walz

I've published this several times in VFTT over the years. With MMP's recent release Turning The Tide containing 20 more updates, I thought it was time for another update - Pete

It seems like only yesterday when I read those words "A shot disturbs the eerie silence of a deserted city street ... Seconds later the sharp staccato retort of a Russian machinegun concludes with the assertiveness of death itself that this time Kruger was wrong."

When I read those words as a fifteen-year-old boy I was hooked. It's hard to believe that I first set up 'The Guards Counter Attack' more than twenty years ago. Enough reminiscing. The list is not complete, as I have not covered scenarios from third parties: all remain unconverted to the best of my knowledge.

SQUAD LEADER

1	The Guards Counterattack	Published as ASL Scenario A
2	The Tractor Works	Published as ASL Scenario B
3	The Streets of Stalingrad	Published as ASL Scenario C
4	The Hedgehog of Piepsk	Published as ASL Scenario D
5	Hill 621	Published as ASL Scenario E
6	Escape From Valikiye Luki	Published as ASL Scenario H
7	Bucholz Station	Published as ASL Scenario I
8	The Bitchie Salient.	Published as ASL Scenario J
9	The Cannes Strong Point	Published as ASL Scenario K
10	Hitdorf on the Rhine	Published as ASL Scenario L
11	The St. Goar Assault	Published as ASL Scenario O
12	The Road to Wiltz	Published as ASL Scenario P

CROSS OF IRON

13	The Capture of Balta	Published as ASL Scenario J29
14	The Paw of the Tiger	Published as ASL Scenario F
15	Hube's Pockett	Published as ASL Scenario G
16	Sowchos 79	Published as ASL Scenario U28
17	Debaele at Korosten	Published as ASL Scenario A106
18	The Defense of Luga	Published as ASL Scenario W
19	A Winter Melee	Published as ASL Scenario U27
20	Breakout from Borisovo	Published as ASL Scenario U25

CRESCENDO OF DOOM

21	Battle For the Warta Line	Published as ASL Scenario U15
22	The Borders are Burning	Published as ASL Scenario A10
23	Silent Death	Published as ASL Scenario A11
24	Action at Balberkamp	Published as ASL Scenario A63
25	Resistance at Chabrehez	Published as ASL Scenario U17
26	Assault on A Queen	Published as ASL Scenario U18
27	The Dinant Bridgehead	Published as ASL Scenario A65
28	Counter Stroke at Stonne	Published as ASL Scenario A66
29	In Rommel's Wake	Published as ASL Scenario A96
30	Ad Hoc at Beaurains	Published as ASL Scenario A40
31	Chateau de Quesnoy	Published as ASL Scenario A64
32	Rehearsal for Crete	Published as ASL Scenario U23

GI: ANVIL OF VICTORY

33	A Belated Christmas	Published as ASL Scenario U9
34	Climax at the Nijmegen Bridge	Published as ASL Scenario U4
35	The French Decide to Fight	Published as ASL Scenario U1
36	Weissenhoff Crossroads	Published as ASL Scenario U8
37	Medal of Honor	Published as ASL Scenario A75
38	The Factory	Published as ASL Scenario 3
39	Sweep for the Bordj Toum Bridge	Published as ASL Scenario 2
40	The Dornot Watermark	TO BE PUBLISHED IN MMP PACK
41	Swatting at Tigers	Published as ASL Scenario U30
42	Bridgehead on the Rhine	TO BE PUBLISHED IN MMP PACK
43	Action at Kommerscheidt	Published as ASL Scenario
44	Prelude to Breakout	Published as ASL Scenario A78
45	Hide and Seek	Published as ASL Scenario A77
46	Operation Varsity	TO BE PUBLISHED IN MMP PACK
47	Encircling the Ruhr	TO BE PUBLISHED IN MMP PACK

SERIES 100

101	Blocking Action at Lipki	Published as ASL Scenario A44
102	Slamming the Door	Published as ASL Scenario A07
103	Bald Hill	Published as ASL Scenario U26
104	The Penetration of Rostov	Published as ASL Scenario A17
105	Night Battle at Noromaryevka	Published as ASL Scenario U29
106	Beachhead at Ozereyka Bay	Published as ASL Scenario A26
107	Disaster on the Dnieper Loop	Published as ASL Scenario U32
108	Block Busting in Bokuisk	Published as ASL Scenario J008
109	Counterattack on the Vistula	Published as ASL Scenario A21
110	The Agony of Doom	Published as ASL Scenario A08

SERIES 200

201	Sacrifice of Polish Armour	Published as ASL Scenario U14
202	Under Cover of Darkness	Published as ASL Scenario U16
203	Bitter Defense of Otta	Published as ASL Scenario J38
204	Chance D'Une Affaire	Published as ASL Scenario U
205	Last Defense Line	Published as ASL Scenario A94
206	Fighting at the Worlds Edge	Published as ASL Scenario U20
207	The French Perimeter	Published as ASL Scenario U21

208	Road to Kozani Pass	Published as ASL Scenario U22
209	The Akroiri Peninsula Defense	Published as ASL Scenario T15
210	Commando Raid at Dieppe	Published as ASL Scenario T13

ROGUE SERIES

211	Auld Lang Syne	Published as ASL Scenario V
212	On the Road to Andalsnes	Published as ASL Scenario A31
213	Traverse Right ... Fire!	Published as ASL Scenario U24
214	The Front in Flames	Published as ASL Scenario U31
215	Hasty Pudding	Published as ASL Scenario U19
216	A Small Town in Germany	TO BE PUBLISHED IN MMP PACK
217	The Whirlwind	Published as ASL Scenario S
218	Operation Switch Back	TO BE PUBLISHED IN MMP PACK
219	Scheldt Fortress South	TO BE PUBLISHED IN MMP PACK
220	Clearing the Breskins Pocket	TO BE PUBLISHED IN MMP PACK
221	Vitality I	TO BE PUBLISHED IN MMP PACK
222	Infatuate II	TO BE PUBLISHED IN MMP PACK
223	Night Drop	Published as ASL Scenario A76

SERIES 300

300	Trial by Combat	Published as ASL Scenario U10
301	The Clearing	TO BE PUBLISHED IN MMP PACK
302	Stand Fast	TO BE PUBLISHED IN MMP PACK
303	Thrust and Perry	Published as ASL Scenario U11
304	Riposte	Published as ASL Scenario U12
305	The Duel	Published as ASL Scenario U13
306	The Rag Tag Circus	TO BE PUBLISHED IN MMP PACK
307	Point D' Appui	Published as ASL Scenario U5
308	Han Sur Neid	Published as ASL Scenario U7
309	The Roer Bridgehead	TO BE PUBLISHED IN MMP PACK

THE GENERAL

A	Burzevo	Published as ASL Scenario R
B	Hill 253.5	Published as ASL Scenario T07
C	The Bukrin Bridgehead	Published as ASL Scenario U33
D	Delaying Action	Published as ASL Scenario A49
E	The Nissemi-Biscari Highway	Published as ASL Scenario T09
F	The Pouppeville Exit	Published as ASL Scenario T05
G	Devil's Hill	Published as ASL Scenario T10
H	The Attempt to Relieve Peiper	Published as ASL Scenario T11
I	Hunters From the Sky	Published as ASL Scenario T12
J	Semper Paratus	TO BE PUBLISHED IN MMP PACK
K	Fast Heinz	Published as ASL Scenario J78
L	The Long Road	Published as ASL Scenario A95
M	The Dead of Winter	Published as ASL Scenario T06
N	Faugh A' Ballagh	Published as ASL Scenario A93
P	Aachen's Pall	Published as ASL Scenario T08
Q	Gambit	Published as ASL Scenario T14
T1	First Crisis at Army Group North	Published as ASL Scenario M
T2	Pavlov's House	Published as ASL Scenario T and J82
T3	Land Leviathans	Published as ASL Scenario Q
T4	Soldiers of Destruction	Published as ASL Scenario N

FORTH-COMING PACK, BY DATE

40	The Dornot Watermark	10 Sept 1944
J	Semper Paratus	27 Sept 1944
218	Operation Switch Back	6 Oct 1944
220	Clearing the Breskins Pocket	6 Oct 1944
301	The Clearing	10 Oct 1944
221	Vitality I	24 Oct 1944
219	Scheldt Fortress South	25 Oct 1944
222	Infatuate II	1 Nov 1944
302	Stand Fast	10 Dec 1944
309	The Roer Bridgehead	23 Feb 1945
42	Bridgehead on the Rhine	24 Mar 1945
46	Operation Varsity	24 Mar 1945
47	Encircling the Ruhr	30 Mar 1945
216	A Small Town in Germany	8 Apr 1945
306	The Rag Tag Circus	12 Apr 1945

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"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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 Phil Ward, 7 Burnsall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/2000)
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 Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/2001)
 Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ (23/10/2003)
 Gerard Burton, OBMS Ltd, or Outsourc Consuatlancy Ltd, or Capite Holdings Ltd
 Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04/05/2004)
 Mike Ehan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/2000)
 Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/2000)
 Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN (31/10/1996)
 Ullric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4EE (15/09/2008)
 Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04/05/1998)
 Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (06/03/2008)
 Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (09/03/2006)
 Tim Bunce, 33 Ryde Court, Newport Road, Aldershot, Hants., GU12 4LL (03/09/2008)
 Perry Tatman, 6 Foxley Close, Blackwater, Surrey, GU17 0JZ (02/09/2008)
 Jeff Cansell, 24 Upper Queen Street, Godalming, Surrey, GU7 0DZ (17/03/1997)
 Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/1996)
 Simon Cromeo, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25/10/2007)
 Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25/10/2007)
 Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (03/09/2008)
 Neil Stevens, 8 Trenchard Avenue, Ruislip, Middlesex, HA4 6NP (14/02/2007)
 Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD ()
 Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, HD2 2BA (21/04/2007)
 Fish Flowers, Church Farm, Westerns Lane, Markington, HG3 3PB (27/11/2004)
 Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (06/03/2008)
 Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HPS 2PN (05/09/2001)
 Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessele, Humberdise, HU13 0NA ()
 Ruairigh Dale, 77 Riverview Avenue, North Ferry, HU14 3DT (27/10/2005)
 Steve Balcam, 1 Cornwall Street, Cottesingham, N. Humberdise, HU16 4NB (01/01/1996)
 Mark Furnell, 123 Roycraft Avenue, Thames View, Barking, Essex, IG1 0NS (10/09/2008)
 Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15/08/2000)
 Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17/02/2001)
 David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/2000)
 Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (24/09/2008)
 Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (23/06/1999)
 Craig Benn, 122 Larkfield Road, Aighburh, L17 9PU (03/09/2008)
 Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ ()
 Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs., LA1 3HB (19/03/2005)
 Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10/12/2004)
 Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (25/10/2007)
 Nick Brown, 53 Henley Crescent, Braunston, Leicesters, Leics., LE3 2SA (15/11/1996)
 John Truscott, 28 Bracken Edge, Leeds, W. Yorks., LS8 4EE (21/11/1998)
 John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18/09/2002)
 Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10/03/1998)
 Simon Sayers, 21 Barlea Avenue, New Boston, Manchester, M40 3WL (21/11/2008)
 Bob Eburne, 33 Whilton Way, Newport Pagnell, Bucks., MK16 0PR (28/10/2004)
 Chris Walton, nb Burgan Pod, Cosgrove Marina, The Lock House, Lock Lane, Cosgrove, Milton Keynes, MK19 7JR
 Jamie Sewell, 115 Cresnet Road, Alexandra Palace, London, N22 4RU ()
 Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (09/03/2006)

Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4RB (09/03/2006)
 Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and Wear, NE38 8AA (04/04/2005)
 Martin Sabais, 36 Chalfont Road, Walker, Newcastle upon Tyne, Tyne & Wear, NE6 3ES (17/09/2008)
 Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE6 5AN (06/03/2008)
 Mike Rudd, 2 Blaeberry Hill, Rothbury, Northumberland, NE65 7YX (12/03/2002)
 Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD ()
 Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26/03/2002)
 George Jaycock, 51 Burlleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ ()
 Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28/09/1998)
 L. Othacese, 17 Russel Drive, Wollaston, Notts., NG8 2BA ()
 Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT ()
 A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13/12/1998)
 Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chapstow, Gwent, NP16 5SS (28/10/2004)
 Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09/05/2005)
 Tom Jackson, 40 Keys Rd, London, NW2 3XA (02/09/2008)
 Steve Joyce, 23 South End Close, London, NW3 2RB (31/01/2001)
 Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT ()
 Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH ()
 Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (28/10/2004)
 Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12/12/2006)
 Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (09/03/2006)
 John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23/10/1998)
 Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28/05/2005)
 Hamish Hughson, 65 Gloucester Road, Wyton, Huntingdon, Cambridgeshire, PE28 2HF (11/03/2008)
 Alan Johns, 26 Hamerton Road, Alconbury Weston, Huntingdon, Cambs., PE28 4JD (22/01/2003)
 Jason Anderson, Penmaree, Maddever Crescent, Liskard, Cornwall, PL14 3PT (11/12/1998)
 Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (03/09/2008)
 Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA ()
 Keith Bristow, 39 Carronade Walk, Portsmouth, Hampshire, PO3 5LX (25/10/2007)
 Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25/10/2007)
 Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (03/09/2008)
 Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR ()
 Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23/10/1998)
 Trevor Edwards, 11 Thirmer Road, Preston, Lancs., PR1 5TR (02/09/2008)
 Bill Sherliker, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (09/09/2008)
 Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (25/10/2007)
 Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26/03/2000)
 Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05/06/1998)
 Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN (06/03/2008)
 Chris Netherton, 36 Eungar Road, Whitechurch, Hants, RG25 2W (21/06/2006)
 Kevin Croskey, 4 Beechey Way, Cophthorne, W. Sussex, RH10 3LT (10/08/2008)
 Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18/06/1999)
 John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08/05/2007)
 Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (25/10/2007)
 Keith Graves, 51 Humbar Avenue, South Ockendon, Essex, RM15 5JL ()
 David Higginbotham, 18 Westfield Garden, Brampton, Cheshire, S40 3SN (03/07/2000)
 Andy Osborne, 42 Atlantis Close, Lec, London, SE12 8RE ()
 Simon Horspool, 188 Leahurst Road, Hither Green, London, SE13 5NL (03/08/2007)
 Martin Edwards, 127 Pepsy Road, London, SE14 5SE (02/09/1999)
 David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (03/09/2008)
 Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (25/03/2004)
 Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (17/09/2002)
 Andrew Daghish, 7 The Spinney, Cheadle, Cheshire, SK8 1JA ()
 Ian Daghish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP (03/09/2008)
 Pete Bennett, 84 Littlebrook Avenue, Burnham, Slough, Bucks., SL2 2NN (16/09/2002)
 Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (23/10/2003)
 Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ ()
 Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., SN14 8QG (06/12/1998)
 William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilts., SN5 5AL (03/09/2008)
 Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14/09/1997)
 Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, SN8 4DS (26/10/2006)
 Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW (06/02/2007)
 James Crossfield, Hughcroft, Church Hill, Buckhorn Weston, Gillingham, Dorset, SP8 5HS (06/02/2007)
 John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23/10/1998)
 Robert Seenee, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19/03/2005)
 Ronnie Tan, 250 Hydehorpe Road, Balham, London, SW12 0JH (21/07/2001)
 Simon Taylor, 81 Valley Road, London, SW16 2XL (05/09/2008)
 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)
 Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25/02/1999)
 Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26/03/1999)
 David Tye, 35 Redburn Street, London, SW3 4DA ()
 Chris Courtier, 17b Hargwyne Street, London, SW9 9RQ (23/10/1998)
 John Sparks, 2 Standfast Place, Taunton, Somerset, TA2 8GQ (01/10/2007)
 Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (06/03/2008)
 Nick Carter, 13 Oak Tree Court, Uckfield, East Sussex, TN22 1TT (03/09/2008)
 Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29/04/2001)
 Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (02/09/2008)
 Ivor Gardiner, 9 Gibson Road, Ickenham, London, Middlesex, UB10 6EW (03/09/2008)
 Aaron Patrick, 9 Arundel Gardens, London, W11 2LN (31/12/2004)
 Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04/03/2002)
 John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (23/10/2003)
 Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07/10/1996)
 Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY ()
 Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD23 4SD (19/09/1996)
 Sandy Goh, 12 Morningson Road, Radlett, Herts., WD7 7BL (31/10/1996)
 Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (14/03/2008)
 Ian Parkes, 45 School Lane, Standish, Wigan, Lancs., WN6 0TJ (23/09/2008)
 Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30/03/1999)
 Ian Price, 19 Upper Green, Yethenham, Wolverhampton, W. Mids., WV6 8QN ()
 Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12/02/2002)
 David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (02/09/2008)

Scotland

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17/06/1999)
 Tony Gibson, 107 Queen's Drive, Hazelhead, Aberdeen, AB15 8BN (06/03/2008)
 Steve Cook, 197 Lee Crescent, Aberdeen, AB22 8FH (06/03/2008)
 Martin Vicca, 37 Dean Gardens, Westhill, Aberdeen, AB24 2UB (02/09/2008)
 Paul Saunders, 59 Grampian Gardens, Arbroath, Angus, DD1 4AQ (03/09/2008)
 Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12/09/2002)
 Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01/12/2005)
 Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/1998)



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!

MARCH HEROES 2009

When: 12 – 14 March.

Where: Hotel Skye, 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. Bar meals and good beer are also available at the hotel.

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 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 Philipps, 9 Pier Road, Kilchoan, Acharacle, 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.asltourneys.co.uk.

JUNE DOUBLE ONE 2009

When: 13 – 14 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. Bedroom rates to be announced (for 2008 they were £35.25 for a standard bedroom and £44.65 for an en-suite bedroom, including breakfast).

Fee: To be confirmed – it was £10.00 for 2008.

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 8844 640 or by email at brendan@doubleone-online.net. Check out the web site at www.doubleone-online.net for the latest details.

SEPTEMBER A BRIDGE TOO FAR

When: 24 – 27 September.

Where: Stayokay Hostel, Diepenbrocklaan 27, Arnhem. There are 30 pre-booked 30 beds at the hostel, which will be offered on a first-come first-serve basis. If you wish to organise your accommodation at the tournament venue through the tournament organisers, you MUST register and pay in full before 1st of August, 2009. Accommodation for the three nights in a 4-bed room, including breakfast and dinner, is €130.00; add €30 for a room from Wednesday night, and €6.00 if paying by PayPal.

Fee: €30.00.

Format: 6 rounds of gaming. On Thursday and Friday, all players take part in the main tournament. On Saturday and Sunday, half continue in the main tournament, while the rest compete in a variety of mini-tournaments.

Contact: Peter Struijff at arnhemas@hotmail.com. You can also check out the website at <http://www.xs4all.nl/~hennies/> for the latest details and scenario details for each round

OCTOBER ASLOK XXIV

When: 4 – 11 October.

Where: Holiday Inn Airport, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850 or visit www.holidayinn.com/cle-airport. Rooms are \$75.00 plus tax if reservations are made by 21 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, 4XL \$18.00)

Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email damavs@alltel.net. Check out the web site at www.aslok.org for the latest details.

INTENSIVE FIRE 2009

When: 22 – 25 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.

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 Philipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email if@vftt.co.uk. For up to date information check out the UK ASL tournament web site at www.asltourneys.co.uk.

NOVEMBER Grenadier 09

When: 5 – 8 November.

Where: "Gästehaus Heimbach", Schulstraße 6, Hergarten. Hergarten is a little town in the German part of the Eifel. It is 10 Km to Zulpich and around 40 Km to Cologne. There is a railway station in Heimbach which is the neighbouring town and you can reach it from Cologne by train, which goes every hour. From Heimbach you need to take a taxi to Hergarten which is about 6 Kilometers. The location offers sleeping rooms nearly 60 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 (you will need to bring a sleeping bag or blanket and pillows). Bed and breakfast is €40 per night – single rooms are €6.50 extra.

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. Check out the Grenadier web site at www.asl-grenadier.de at for up to date information.

Stewart Thain, 77 Birrell Gardens, Murieston, Livingston, West Lothian, EH54 9LF (25/10/2007)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16/06/2001)
Sam Prior, Flat 4, 264 St Vincent Street, Glasgow, G2 5RL (03/09/2008)
Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01/01/1996)
Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20/04/1999)
Oliver Gray, 117 Upper Dalgaime, Cupar, Fife, KY15 4JQ (03/09/2008)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/2001)
Pete Philipps, 9 Pier Rd, Kilchoan, Argyll, PH36 4LJ (02/09/2008)
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01/05/1998)

Wales

Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03/09/2008)
Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF14 6JX (22/11/2002)
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03/09/2008)
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/1999)
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL ()
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27/08/2002)

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 - contact me if you need your user name and password to do so.

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LASL

L o n d o n ' s
A d v a n c e d S q u a d
L e a d e r s

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!

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 at least 48 hours beforehand. Precise venue details will be sent to you.

THE TRENCHES



DOUBLE ONE

LONDON 2009



Saturday 13 and Sunday 14 June

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.

Venue

Double One 2009 will be held in the Lecture Centre, Brunel University, London, UB8 3PH. On-site facilities include single ensuite and standard bedrooms, free car parking on registration, mini market, cash points, a self-service cafeteria, licensed bars and a gym.

Registration

To register for a place in the tournament, email your contact details (including vehicle details if you need a free parking space) to brendan@doubleone-online.net. The registration has yet to be confirmed but for 2008 was £10.

Accommodation

If you're going to need accommodation, you can book a bedroom at Brunel. Room rates have yet to be confirmed but in 2008 they were £35.25 for a standard bedroom or £44.65 for an ensuite bedroom.

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

brendan@doubleone-online.net

0770 8844 640

www.doubleone-online.net