

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 83

Sept - Dec 2011

Free from www.vfft.co.uk

UK £2.00

US \$5.00



Ian Daglish

1952 - 2011

IN THIS ISSUE

DEATH IN THE FAMILY - a tribute to Ian Daglish

OUT OF THE SEA - HOB's *SFII Kustenjager* reviewed

DOUBLE 1 2011 - all the *ASL* action and results from the London *ASL* Tournament

CRUSADER LADDER - updated

IN THIS ISSUE

PREP FIRE	2
INCOMING	3
A SELECTION OF TRIBUTES TO IAN	4
IN HIS OWN WORDS	6
15 QUESTIONS – IAN DAGLISH	10
DOUBLE 1 2011	14
THE CRUSADERS OPEN	
<i>ASL</i> TOURNAMENT LADDER	17
WILD BILL WILDER SAVING PRIVATE RYAN	18
OUT OF THE SEA	21
CARING FOR YOUR TIGER	23
“THIS IS THE CALL TO ARMS!”	26
ON THE CONVENTION TRAIL	27

COVER: Ian Daglish 1952-2011. Military historian, scholar, ASLer, gentleman, and husband to Joy and father to Hazel and Fiona, and brother to Andy. Rest in Peace.

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 84 should be out at the beginning of January 2012.

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 should check their address label to see when their subscription ends. You can also download *VFTT* free from the *VFTT* web site.

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

VIEW FROM THE TRENCHES
9 Pier Road
Kilchoan
Acharacle
Argyll
PH36 4LJ

Telephone: (01972) 510 350

E-mail: pete@vftt.co.uk

World Wide Web Home Page: <http://www.vftt.co.uk>

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.asml.net/listinfo.cgi/asml-asml.net>.

COPYRIGHT AND TRADEMARK NOTICE

Most products are trademarks of the companies publishing them. Use of a product name without mention of the trademark status should not be construed as a challenge to such status. Copyright for all material printed within *VFTT* remains with its author, who can be contacted via *VFTT* if you would like to reprint his/her material.

PREP FIRE

This issue of *VFTT* is dedicated to the memory of Ian Daglish, who was piloting a light aircraft which crashed into a house in Salford minutes after take-off on Friday 29 July. Ian suffered 80% burns and died of his injuries on Sunday 31 July.

My first contact with Ian was in the early days of *VFTT*. His brother Andy was listed in the *ASL Annual 90* as a play-test co-ordinator, complete with address, so I sent him one of the few copies of the first issue of *VFTT* in March 1995.

ASL Annual 90 – The Non-Coms of Company A

The unsung heroes of the immense effort expended on *ADVANCED SQUAD LEADER* are those who act as unpaid playtesters. With every new module of *Annual*, in groups large and small, scattered across the globe from Montana to Cheshire, Mr. Andy Daglish (#7, The Spinney, Cheadle, Cheshire, Great Britain)
Ian Daglish, Graeme Forster, Bernard Savage, Mike Standbridge

By then Andy wasn't as involved with *ASL* as he had been at the time of the *ASL Annual 90*, but he put me in touch with Ian, who was. We exchanged correspondences, one of which was a flyer he had from someone called Neil Stevens, who was arranging for people to get together for an *ASL* weekend he was calling INTENSIVE FIRE.

In those early days, Ian had already had some early Sealion scenarios published in *ASL News* – one of them was actually the first scenario I played at the very first INTENSIVE FIRE, and he was already working on his first Normandy module, *All American*, which was released by Critical Hit in 1997. This was soon followed by *Timme's Orchard*, and in 1998 by *Shanley's Hill*. All three dealt with the American 82nd Airborne Division in the opening days of the D-Day landings. His two *Scotland the Brave* modules (released by Critical Hit in 1998 and 1999) covered the actions of the 15th

Continued on page 9, column 1



UK 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 www.battlequestgames.com.

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

INCOMING

MMP'S SPECIAL OPS BEGIN

The reprint of *For King and Country* began shipping to pre-orders at the end of July, despite some problems with the counter shipment from the printers arriving damaged. The shipment also contained counters for the reprint of *ASLSK 3*, but none of those were damaged, and as a result it should also begin shipping soon.

Special Ops #1 - Summer 2011, the replacement magazine for both *Operations* and *Operations Special Edition*, was released at the World Boardgaming Championships in early August. In addition to non-*ASL* content (including two games with counters and maps), *Special Ops #1* contains two *ASL* scenarios, two *ASL Starter Kit* scenarios, and one article each on *ASL* ("Singling Must Be Taken") and *ASL Starter Kit* ("ASLSK Corner"). *Special Ops* should be published twice a year (one winter issue and one summer) and contain a mix of *ASL* and non-*ASL* content. It is currently available from MMP for \$24.00.

Action Pack 8: Roads Through Rome, featuring ten scenarios and three Charlie Kibler maps (in the same style as those in *Action Pack 6: A Decade of War*), is expected to be put on pre-order in September. As suggested by the title, the pack focuses on the Italian mainland (although one scenario is set in North Africa) and involves Free French, German, Italian, British, and American forces.

Layout work continues on *Festung Budapest*. The last of the 17 scenarios are undergoing final tuning, as are the rules, and the 3 Campaign Games. Because

many of the scenarios have multi-national orders of battle, and also some capability to "purchase" additional units, 12 of the scenarios fill up two sides of a scenario card (one of them, 'At The Narrow Passage', is a 3-player scenario with several charts and tables and fills up 4 sides). Layout work continues on the 9 countersheets, although one of these has already been printed. The module is expected to be on pre-order later this year.

Work also continues on *Rising Sun*, the combined Japanese/Chinese/US Marine PTO reprint. The last of the rules edits are under review, with the 2nd edition of Chapter G containing several Q&A clarifications from the original. The 32 scenarios are being proofed and will feature balance adjustments incorporated as needed, and rewrites of SSRs to bring rules references up to current practice. MMP are aiming to have it available for pre-order by the end of the year.

Kurt Miller is working on the as-yet unpainted overlays for *The Overlay Bundle*. This will contain every official overlay apart from the *DASL* ones, and MMP hope to have many of them die-cut for ease of use.

Playtest for the *ASL Journal 10* scenarios continues. Several of these are played on two 8" x 22" map boards that form a double-wide village.

Once *Rising Sun* is complete, work will begin on reprinting *Hollow Legions*. This will include the entire Italian OB (including Italian Chapter H); the Desert Rules (Chapter F); and the desert maps, overlays and counters. It will also include *Soldiers of the Negus*, originally designed by Rick Thomas, which contained counters,

rules and scenarios covering the Italo-Ethiopian War of 1935-36.

Other projects being worked on include *Korea War ASL*, *Ortona*, *Slaughter at Ponyri*, and Ian Daghli's *Sealion* project.

BOUNDING FIRE'S STEEL CRUCIBLE

Due out from Bounding Fire at ASLOK in October is *Crucible of Steel*, a massive new module covering the southern salient of the Kursk pocket. It will include 32 scenarios, 9 *ASLSK*-style mapboards (3 regular geo-maps, 3 double wide maps), one and a half sheets of 5/8" counters (254) and a half sheet of 1/2" counters (144), rules, notes and a magazine. As a bonus, the module will also include the countersheets from both *Blood and Jungle* and *Operation Cobra* with grey core instead of the white core of the originals (another four and a half countersheets between them).

It will retail for \$125.00 US and Canada, \$140.00 elsewhere (prices include shipping), although it is currently available for pre-order on the Bounding Fire website (<http://www.boundingfire.com/>) for \$105.00 US and Canada or \$120 elsewhere.

NEW BUNKER UP FOR DISPATCH

Dispatches from the Bunker 33 is due out at the Bunker Bash in September, and will feature an analysis of the *VotG* scenario 'Raid on Rodimtsev', the latest part of Carl

Continued on page 24, column 3



A SELECTION OF TRIBUTES TO IAN

Pete Phillipps

Sad news indeed :-)

I've shared plenty of chats with Ian over the years at tournaments, he was always a joy to speak to and fun to play against - I always remember having a fine game of Head of the Mace from AP4 against him at INTENSIVE FIRE a couple of years ago.

You'll be sadly missed Ian. Thoughts go out to the family.

Neil Stevens

I cannot believe it. A great friend, history enthusiast and ASL player. He will be sorely missed and I feel desperately so sorry for his wife Joy and their two daughters. A real tragedy.

Trevor Edwards

The last time I played Ian, we drank bourbon while he beat the pants off me in SV14 "Day At Night" from the Swedish pack at a recent INTENSIVE FIRE event. He set up an inspired human wave, which ran right across an MMG fire lane. Six squads and a leader set out, and the one leader and a surviving squad took my Finnish AT gun out, so allowing exit of the required VP.

I have his books, all signed. I shall miss him.

Andy McMaster

Just heard the very sad news that Ian Daglish has died. I was stunned when I heard. A great loss

Ulric Schwela

A great chap, a passionate historian with a treasure trove of history anecdotes, an ASL player who I first met in a scout hut in Romiley, friendly and fun, warm and welcoming. To me he will always be an inspiring character and I will miss him. My deepest sympathies to the family.

Perry Cocke

Ian was very generous with his knowledge and talents, so I am convinced that he was loved and respected by **many**, not just by those of us in the military history and simulation community. A terrible loss. Our hearts go out to his women.

Darrell Andersen

Tough news. Ian was an author, friend, fellow hobbyist and wonderful guy. He'll be missed by all who knew him.

Martin Vicca

Ian, I will miss your presence at heroes and the many chats. My heart goes out to your family.

Joshua Walles

A sad loss for the community. Our prayers and thoughts should be with his family at this time of grief.

Martin Barker

Terrible and unbelievable news.

Oliver Gray

Such a bad bit of news, he will be sorely missed by all who knew him
Ian was truly a gentleman of the game a very sad loss to the hobby and even more so to his family. Ian and I regularly had a game together at every tourney I attended
Condolences to his family.

Nadir Elfarrar

Very sad to hear this. Condolences to his family and friends. Rest in peace. Ian.

Jeffery Hallett

A terrible shock, indeed, made more so because Dave and I interviewed Ian on Thursday night. This was our first personal interaction with him and we remarked at the end of the recording how interesting and personable he was. A real gentleman. We were already making plans for several followup interviews. Today we are both shocked to the core.

Mats Olsson

Rest in peace

Larry Rohlfing

Tragic

Ian Percy

Very sad indeed.
Huge condolences to Ian's family, I can't begin to imagine how they must feel.
A great scenario designer and author, a thoroughly good man to play against and all round nice bloke, he'll be missed.

Hennie van der Salm

Shocked to hear about this news.
Condolences to his family.

Ian Willey

Truly a sad day. Played Ian for the first time at Heroes this year, we are all poorer for his passing.

Honza

Well, if there is a God and there is a heaven then I hope that Ian Daglish and Jim McCleod are sharing a pint and playing a game together. A sad day for us, but who know what lies beyond death's door.

Paul Saunders

So very, very sad. A true gent.

David Schofield

This is a great shock.
I was in Ian's house only a few weeks ago discussing University options for his 18 year old daughter. He has a younger daughter as well. He often stayed with me when giving his lectures at Bovington or when we had a dinner there. He was a great historian [he'd just got back from giving historical tours of Normandy] and a true ASLer. I often helped with his ASL designs and he always wanted to capture the essence of the battle. They definitely have an historical feel to them.

Ian was always a mainstay of the British tourney scene and we'll all miss him. I can't believe it.

Aaron Cleavin

Huge condolences to all
Ian was a absolutely first rate gentleman, I only had the chance to play him once
at Bournemouth in 2000 and I learnt a LOT, not just about ASL but about life as well.
He will be sorely missed.

Gary Fortenberry

We've lost a gentleman and a scholar in the finest sense of the words.
Ian was many things to many folk and will be missed greatly.
Heartfelt condolences go out to his family and friends.

Michael Davies

Shocking news.
Very creative and cultured gentleman
an awful lot of people will miss him.

Vic Provost

My deepest sympathies to Ian's family, our ranks have suffered a big hit.

Neil Brunger

He was indeed a fine chap. Always friendly. I never got the opportunity to play him something I will regret. It will be sad at INTENSIVE FIRE and HEROES. It just shows us that the god's play dice too, and we should live and make the most of everyday. It has not fully sunk in yet. Condolences to the family and his extended group of friends. I am sure they are many.

Luis Calcada

We are devastated by Ian's death. May he rest in Peace. He will be remembered as a good friend and a fine player and historian.

Andy Saunders

Very sorry to hear this news. My condolences.

King Scott

While I did not know Ian personally, I am saddened to hear this news...a true loss to our small community. My sincere condolences to his family.
Rest in peace, Ian.
Semper Fil!

Jerry Simmons

Very sad news indeed. My thoughts are with his family and friends.

Sam Belcher

Ian was an extremely nice guy. I stayed in his home in 2001 when I was in England. He has two girls, ad a lovely wife. I hope the rest of the family is ok. I feel for them.

Ian was a PhD, and has written several books about fighting in Normandy.

But most of all, Ian was a gentleman, and a good man.

Tom Morin

Ian will certainly be missed. May God bless him and his family.

Brien Martin

My condolences to Ian's family. I had the pleasure of corresponding with him a few times over the years, and found Ian to be a nice guy and keen ASL mind.

He will be missed by all of us, some far more than others.

Ray Woloszyn

I first met Ian at the "Bulge" Rencontre ASL meeting in La Gleize, Belgium in 1994 where we roomed in the same cottage. Later on at some of the GB ASL venues we exchange pleasantries and memories. Wow, quite shocking news.

He was not a bad scenario designer as well as an accomplished author.

Chas Smith

This is truly shocking and sad news. Ian and I periodically discussed historical matters and such. He will be sorely missed by the ASL community.

Dave Ramsey

Ian was the very definition of a scholar and a gentleman. He would happily discuss his projects, interspersed with fascinating stories that only a researcher and historian like he could unearth. I enjoyed our chats at every tournament we met at and his loss will be felt at every future event I'll be at.

We've lost a talented designer, author and good friend.

RIP, Ian.

Michael Dorosh

What a shock. Aside from the obvious loss to his family, he had so much more to contribute to the historical community to which he had already given so greatly to. He and his work have touched a lot of people.

Tom Repetti

Ian's energy was infectious; you wanted to drop whatever you were working on and push out whatever he needed, cuz you knew he could go fast and far with it. Operation Sealion is a quintessentially Ian kinda thing; I really hope it's far enough along for someone to pick up and publish in his honour-with-a-u.

We will miss him greatly. Our condolences to his family.

Pete Shelling

So sad.

I had corresponded with him frequently several years ago, when the idea of the 'Normandy Action Pack' was in it's infancy.

As humble as was talented in the scenario design field. A loss all ASL players should feel.

Steve Pleva

My condolences to his family and friends. I spent a day with him many years ago. He was a true gentleman and an accomplished writer and designer. He certainly will be missed.

Nick Edelsten

Really sad news. Ian was someone who's company I really enjoyed and with whom I chatted and emailed with all the time in my old ASL days.

Xavier Vitry

I am shocked and deeply saddened. Last time we talked together was in June, just before one of his Normandy visits, and I still have to reply to an email from him about La Horgne...

My condolences to his family and friends.

What a loss.

Paul Jones

I have lost a friend but my deepest condolences go to Ian's family to whom he was completely devoted. It is with a heavy heart and with tears in my eyes that I must bid a last farewell to Ian. Rest well my friend - you will be truly missed by us all.

Nick Ranson

It was a pleasure having known such a gentleman as Ian, I will miss him, especially at the next INTENSIVE FIRE. My thoughts are with his family and close friends at this sad time.

Gavin White

Ian was my first opponent at my first tournament and was an absolute gent whilst giving me a good kicking, blaming my poor showing on bad luck.

I had been looking forward to further games at HEROES next year. Sadly not to be.

Phil Draper

Dreadful, dreadful news.

I played Ian a number of times at the UK tournaments over the last ten years and had several warm, enlightening and funny conversations with him. His enthusiasm for history, ASL and the place of the British Tommy within both was passionate and infectious.

A gentle encouraging man of great wit and perception I will miss him enormously. Trev, to you and Shaun who new him so well my deepest condolences, as well of course to his family of whom he was so proud.

One of our best has passed and we are poorer beyond measure for it.

Ray Tapio

I am just back from a weekend away and just learned about the death of Ian Daglish in a plane crash yesterday. Right now I am looking at some old photos, absorbing this.

Ian and I spoke during July. All was good, we talked about the impending Kenya trip for his daughter Hazel (17 yrs. old) and that she had just passed her driver's test. He pointed me to a couple of new books on Finland at war subjects, reiterated his interest in helping to proof the GWASL material, and so on.

We got to know one another when Kurt and I travelled to Bournemouth in 1997 and I watched his children grow up in annual photographs that he and Joy included with their Christmas cards since then. He was a devout Catholic and doting father. And a brilliant military historian. He went from being a salesman and marketing guy for Continental Tires on the Continent to foremost tactical-level historian of the British role in the Battle of Normandy.

Craig Benn

All I can say is I never knew anyone who had a remotely bad word to say about him in life or death.

Which is not a bad epitaph really. Rest in peace fella.

Paul Kenny

WOW, Horrible news. A very sad loss. My little interaction with Ian showed him to be a gentleman.

My prayers and condolences for his family.

Chris Olden

My condolences to Ian's family and friends.

Russell Williams

Thank you for your contribution to history and to our hobby. My condolences to his wife and daughters.

Ω

My Brother

Andy Daglish

My brother Ian Daglish died at 1am UK time on Sunday July 31st. He was 59. He was the pilot of the light aircraft that crashed in Manchester, England, on Friday lunchtime. He sustained 80% burns.

He radioed a "Mayday - engine failure on take-off" message, which was recorded.

On Google Maps you can find the scene by searching for "City Airport Manchester". My brother took off from runway 09, and crashed on Newlands Avenue.

The police & eye-witnesses are suggesting Ian's crash-landing in the middle gap between the houses was largely successful, as neither he nor his young passenger suffered any serious internal injuries or blood loss.

My brother's gaming career began as a result of our father taking him to see "The Longest Day" in Providence, Rhode Island, in 1962, when he was ten years old. Thereafter he bought a copy of *Tactics II*. For him, at this time, America was a toy wonderland, and this coloured his memories of childhood. On his return to England he continued his interest in the hobby with Avalon Hill games of the 1960s such as *Afrika Korps*, and Poultron Press editions of *Strategy and Tactics* magazine.

Ian read history at Trinity College, Cambridge, and whilst there won the Bowen Prize for his essay on Napoleonic invasions of England. He subsequently gained an MBA from Manchester Business School.

After a career in marketing, lately working for Kelloggs as a marketing executive, Ian joined the ranks of Britain's professional military historians, writing six books on the Normandy campaign, as well as becoming the British Army's preferred tour guide to the battlefields of northern France.

Ian was an early member of the AHKS play-by-mail group, regularly attending their meetings in England. He latterly concentrated on ASL, designing and testing modules and scenarios, and attending conventions at home and abroad.

Ian leaves his wife, Joy, and two teenage daughters, Hazel and Fiona.

Ω



In His Own Words

The following was taken from Ian's blog – Pete



Well, when I was about four years old, I was given my first toy 'soldiers'. A guardsman resplendent in red tunic and bearskin; a cowboy with a lasso. Both in fragile metal and - yes - when their heads inevitably broke off, they were re-attached with matchsticks. Later came Britains soldiers and Dinky military vehicles - the odd mix of scales did not matter much to a six-year old.

More significant perhaps was the family move to the USA, which led me at the age of eight to grade school in Chickasaw, Alabama. School History lessons there offered great excitement to a young boy. History consisted mainly of fighting the indigenous tribes (*), fighting the bloody British (**), fighting each other, and fighting a couple of World Wars.



'Local' history involved the fort commander who neglected to close his gates and got scalped by the Chickasaw Indians; and the Confederate forts (Fort Gaines and Fort Morgan) with their big guns, still guarding the approaches to Mobile Bay, long after Farragut had 'damned the torpedoes'. Even a century on, awareness of the Civil War was acute, with the Stars and Bars still flying (quite illegally) over municipal buildings. What is more, the school library had a copy of that huge tome, the 'American Heritage Picture History of The Civil War' with those wonderful perspective illustrations of the great battles. Perhaps my most eagerly awaited Christmas present ever was the big box of 'Blue and Gray' soldiers, cannon, and terrain.

(*), Cherokee, Choctaw, Creek, and Chickasaw

(**) On a school trip to Concord and Lexington, young Ian was a little disturbed to see the Stars and Stripes over the grave of the 'unknown British soldier', one of three private soldiers (Thomas Smith, Patrick Gray, or James Hall of the 4th Regiment Light Infantry Company) who died at Concord.



A few years on, and a significant moment occurred in Woolworths,

Apponaug, Rhode Island, when Ian discovered Airfix 'German Infantry' and a few moments later, behind boxes of 'Guards Band' and 'Farm Animals', revealed the box of 'Infantry Combat Group' destined to fight many a battle against their Teutonic opponents, supported at first by Roco minitanks, later by (more appropriately scaled) Airfix vehicles.

Back in England, at Cheadle Hulme School the only subject I was really comfortable with was English, largely thanks to the inspirational Mr Alan Kelk. But when I was fifteen, History class called for an essay on the American Civil War. Suddenly I realised how many of my 'outside' interests could be applied in school. Encouraged by my teachers, Michael Scaife and Gwynneth Saunders, History became my subject of choice.



On to university. Trinity College, Cambridge. The finest college in the world, and somehow I was admitted. We were not allowed to specialize very much (had to keep the medieval dons in work!). But it was good to cover a broader spectrum than I might have chosen. And though it's a sad comment on humanity, it helped my interest that 'military' history is to be found

Left: Ian handing out a play-test scenario at INTENSIVE FIRE 2003 while also play-testing against Roger Cook. Right: in action at HEROES 2005.



in whatever period one studies. My special subject was the Revolt of the Netherlands (Dutch vs. Hapsburgs) and my thesis 'Napoleon's Invasion of England'.

Fast forward to summer 1994. Taking time off from worldwide marketing for Rolls-Royce Motor Cars Limited, returning from holiday in the Dordogne with Joy and six-month baby Hazel, stopped for a picnic lunch in the shade of a tree beside the Orne river. 'Let's not go through Caen, but do a detour over this hill.' Hill 112, in fact. I drove slowly over that famous battlefield, now tranquil, golden corn baking under blue skies in the hot early-afternoon July sun. Then the road narrowed, winding steeply down through a little village on southern slopes of the River Odon valley. 'Gavrus'... wasn't that the location where the 2nd Argylls were besieged, as recounted in John Keegan's book 'Six Armies in Normandy'? The seeds were sown; the following years would see many returns to that little place.

The rest was, quite literally, 'history'.

SIMULATIONS AND WARGAMES

'Wargaming' is serious business. Ever since an ancient warrior scratched a battle plan in the sand, military planners have combined intelligence about the enemy and knowledge of terrain to predict and plan the future.

H G Wells famously wrote his



1913 'Little Wars' as little more than entertainment:

'A game for boys from twelve years of age to one hundred and fifty and for that

more intelligent sort of girl who likes boys' games and books.' But even at that time, the Prussian 'Kriegspiel' had already evolved into a serious, detailed plan for the conquest of France and Russia. A century on, some of the commercial wargame designers of the 1960s and 1970s are to be found advising the Pentagon. And the value of military simulations is increasingly recognised by academia. University military history courses increasingly employ simulation to broaden awareness of the subject: exploring the 'might have been' as well as the narrow path of 'what actually happened'.

Nowadays, 'wargaming' is a broad church. Some who take part have little interest in history; for them the pursuit a more intricate version of chess, a game to win or lose. Others however care passionately, and seek out the wargames which appear best able to simulate actual (or likely) historical outcomes. For some, the gap between wargame designer and wargame player may narrow, as commercially available wargames provide the template for individuals to design and play out their own researched scenarios. And to complete the circle, the historian may gain insights from well designed simulations.

This author feels it absolutely necessary to walk any battlefield about which he intends to write. Likewise, military historians studying different periods may find insights from drawing a longbow, firing a black-powder musket, or sitting in a Sherman tank. And so too may the historian gain insights from simulation. Whereas a book about the Waterloo campaign is most likely going to end with an Allied victory on 18 June, a wargamer placed in Wellington's position on 16 June, with little certainty of the enemy's plans or movements, may gain a deeper understanding of the options he faced and the decisions that had to be made.

And now the confessional. Yes, I greatly enjoy wargaming. Specifically, the popular and extremely detailed Second World War tactical simulation called 'Advanced Squad Leader'. This is a tactical-



level wargame representing individual leaders and vehicles, and (as the name suggests) squads of a dozen or so men. Indeed, it is partly 'ASL' that rekindled a childhood interest in the Second World War. As mentioned before, I believe in telling the story of a battle with reference to low-level, tactical actions. As I conduct my research into the details of the Second World War, I am frequently moved to amuse myself by translating historical events into playable ASL scenarios. Great fun, with the added benefit of fostering interest in the huge conflict that was the Second World War.

DAGLISH FAMILY

Like many people who bear the surname 'Daglish', my father's family hails from County Durham. No, not Scotland (though as my middle name suggests, I can claim Scots ancestry from the Malcolms on my mother's side).

When I was approached by the Daglish One-Name Study to undergo a DNA test, I was initially suspicious but in the end relented and was pleased to find no surprises. All my closest matches appear to originate in the area of Northumberland and Durham. Grandfather Daglish always maintained that the family arrived across the North Sea centuries ago, and my best guess is that my forbears settled the area known as the Danegeld and so became... Danegeldish!

Grandfather Francis Richard (Frank) Daglish was a machine-gunner with the 10th Northumberland Fusiliers. Joining-up in 1914, he became expert with his Lewis gun, so much so that he was offered a place as

Left: another game from HEROES 2005.
Right: chatting with friends at HEROES 2005.



an air gunner with the Royal Flying Corps, just before the aerial 'Bloody April' of 1916. He had the good sense to decline, otherwise this website and its creator would probably not exist. Severely wounded on the Somme, Frank nevertheless enjoyed telling his war stories for the rest of his days. My other grandparents also served in the First World War; indeed they met on active service in France. Grandfather George Augustus (Gus) Dorman was a telegraphist and grandmother Elizabeth (Betty) Malcolm served with the Women's Auxiliary Army Corps (WAAC). (Family tales of her bayoneting Germans impressed a young Ian, but later in life he learned to question unsubstantiated anecdotes.)



Similarly, my parents were brought together, from Durham and Smethwick, by the outcome of the Second World War. As a chemistry graduate (from Trinity College Cambridge, where he suffered the bomb that fell in Whewell's Court and saw London burning when firewatching from John's College chapel roof), my father Anthony Fenwick (Tony) Daghish was not permitted to go for officer training but instead was sent to the armaments factories of Bishopston, outside Glasgow.

Only after I had researched the 2nd Argyll & Sutherland Highlanders for some years did my dad ask me, one Christmas, if I knew that they had the biggest cap badge in the British Army. Of course I knew that. But I nearly fell off my chair when Dad announced that he had once worn it. How could he, as he never joined the Army? Ah, but he did serve in the Bishopston Home Guard, under a former Argylls officer who had his men wear the badge. And, as a colonel of the Regiment subsequently told me, 'Once an Argyll, always an Argyll.'

ALDERLEY MARKETING LTD

I am a marketing professional. Though my interest in history has never waned, I have enjoyed a fascinating career in marketing, managing all sorts of brand names: from Kellogg's Corn Flakes to Rolls-Royce motor cars.

Right now, I am working in 'Interim Management' through my company 'Alderley Marketing Ltd'. This involves temporary jobs, generally contracts of five to six months, completing specific projects, filling senior positions while a permanent incumbent is recruited, or covering a senior position for the duration of maternity leave. Interim managers are typically 'suitable over qualified' for any position, in order to be able to adapt quickly to a given role and deliver results with minimal delay.

I have experience of working in virtually all industries: from utilities to

transport; luxury goods to food and drink. The variety is enjoyable and achieving visible results in the course of a relatively short assignment is invariably a most rewarding experience.

Ian is a Member of the Chartered Institute of Marketing, the Medmenham Club, the British Commission for Military History, and the Alderley History Group. He is a *Commandeur* of the *Commanderie de Bordeaux*, and a qualified pilot (interests always pursued separately).

Ω

Not, How Did He Die, But How Did He Live?

Unknown author

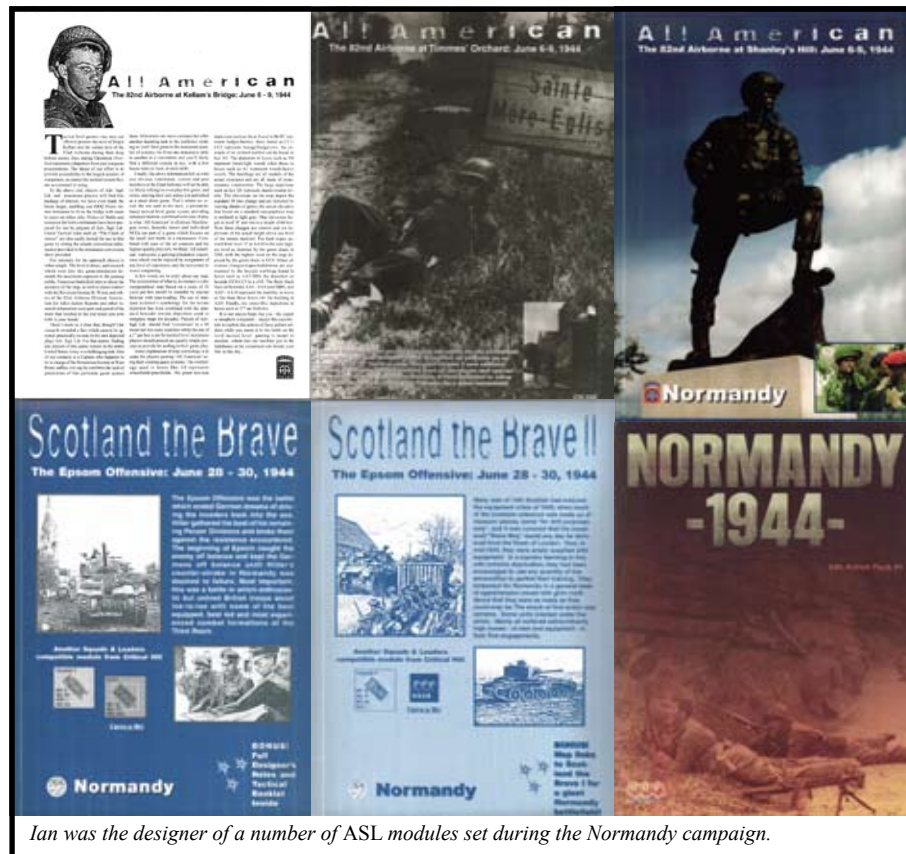
Not how did he die, but how did he live?
 Not what did he gain, but what did he give?
 These are the units to measure the worth
 Of a man as a man, regardless of birth.
 Not, what was his church, nor what was his creed?
 But had he befriended those really in need?
 Was he ever ready, with word of good cheer,
 To bring back a smile, to banish a tear?
 Not what did the piece in the newspaper say,
 But how many were sorry when he passed away.



Left: checking the rules while playing against Chris Walton at HEROES 2009.

Right: 'Clash of the Designers'. With both Ian and Shaun on 3000 Crusader Ladder points, a match was played to separate them; Ian won.





Ian was the designer of a number of ASL modules set during the Normandy campaign.



Above: battling Simon Taylor at INTENSIVE FIRE 2010.
Below: helping tournament newbie Mike Kinley pick up the game at HEROES 2011.



PREP FIRE
Continued from page 2

Scottish Division in the Epsom Offensive at the end of June 1944. June 1999 saw two groups play CG3 from *STB* at Mad Vet Con, one of Ian's favourite ASL memories (despite being a part of the losing British side in one of the games!). 2008 saw the release of probably his finest work, *AP4 Normandy* (albeit with a couple of scenarios designed by MMP), complete with revised wall advantage and bocage rules, an issue that had been troubling Ian since the early days of *ASL*. One of the finest games of *ASL* I have ever played was against Ian when we played 'Head of the Mace' from the pack at INTENSIVE FIRE 2008, which went down to the wire (and several bottles, wine in Ian's case, Newcastle Brown Ale in mine :-)).

Although known as a serious historian and scenario designer, Ian also had a silly side. Who else would design a scenario based on the 1966 World Cup Final between England and Germany, or write an article on resurrection and demonic possession! (Both of these can be found in *VFTTS*).

As well as *ASL*, Ian was also interested in Napoleonic warfare, and for the past couple of years we had been trying to arrange to play the old SPI quad game *Napoleon's Last Battles*. We were due to play at HEROES this year on the Wednesday and Thursday, but at the last minute other commitments meant he couldn't arrive until the Friday. I even made a start on turning the game into a VASSAL module and had completed the *Quatre Bras* folio, and sent Ian a copy, but we never got to play :-)

In memory of Ian, a plaque is going to be placed on the Memorial Wall at Bovington Tank Museum. If you want to donate towards the cost, you can either send a donation via PayPal to iandaglishmemorial@vftt.co.uk or post a cheque payable to PETE PHILLIPPS. Any surplus funds will be passed on to the family. It is planned that there will be an unveiling ceremony at Bovington on Friday 28 October (the INTENSIVE FIRE Friday).

'Til next issue, roll Low and Prosper.

Pete Phillipps



NAPOLEON'S LAST BATTLES

REVIEWED
I M DAGLISH

It was with Napoleon At Waterloo that SPI tried out the idea of an "introductory" game with simple, unambiguous rules making for quick and enjoyable play. Since then, games from Borodino to Sixth Fleet have claimed descent from the "NAW System", as has the whole range of "Quad" games. And, the wheel has turned full circle. SPI return to the Waterloo Campaign to show just how far game-design has come in the six years since Napoleon At Waterloo.

The NAW mapboard was adequate but compare that of the equivalent "La Belle Alliance", with its blue streams, green woods, tan-coloured elevations and discreetly numbered hexes. The units, too, are vastly improved: appropriately colour-coded, serving as a reminder of the assortment of differently-attired troops under Wellington; browns, greens, and shades of grey padding-out the "thin red line". As to the play, with nearly twice as many units on the board (99 as against 53), "La Belle Alliance" still flows very nicely. The change from divisional to brigade level serves to increase the interest of the game but **without** the complication that was found in the "NAW Expansion Kit" rules.

Taken separately, each of the four games in this package has its particular appeal. Having tried myself to develop a balanced simulation of Quatre Bras, I now find that SPI have succeeded! Starting with just four units on the board, the Anglo-Allied player has to hold off Ney's entire force until the remaining 80% of his strength arrives, in dribs and drabs that will usually have to be flung straight into the front line. If "Quatre Bras" is the intricate needle-match, "Ligny" is the duel of steam rollers. A real Napoleonic set-piece this: army hammering against army. "Wavre" is interesting, if only for its novelty while "La Belle Alliance" is certainly one of the better games covering the classic among classic battles.

Fears the the "Campaign Game" would turn out a mere slapping-together of the separate Quads were unfounded. This really must be considered as a

game in its own right. There are additional rules, incorporating command-control by leader units. At first, these seem complicated but they work well, demonstrating the importance of the leaders' presence without recourse to the "idiocy" rules we used to see. These rules encourage corps-integrity; it pays to keep units in their historical formations. For one thing, "eliminated" units can be brought back by corps officers "to fight another day", albeit in depleted form. (To allay suspicions of misprints on the mapsheets, it is worth pointing out that in the Quad games, some units **start** in depleted state).

These extra rules are not just gimmickry. For the extra dimension they add, they detract very little from the ease of play. This really is not a complex game. Large, but not so complicated that it cannot easily and rewardingly be played solitaire.

Best of all, this game captures the "feel" of the situation. Even playing strictly to win, one is led by the rules to act in a "historical" fashion. Even after reading the books on the campaign, even after pacing over the battlefields, there is still a lot one can learn from this simulation. After all, you know that at the end of the history book, Wellington will win. Wellington himself realised all too clearly that Quatre Bras and Waterloo were touch-and-go affairs, the outcome uncertain. In this simulation, one realises some of the very real possibilities. In one game, Wellington was cut down by French Lancers before Quatre Bras. Something similar actually happened but he just managed to escape. What if he had not? (In this case, the Prince of Orange did a valiant job holding Quatre Bras until Blucher could disengage from the great Battle of Marbais, join hands with the Allies at Quatre Bras, and turn with them to inflict crippling losses on the pursuing French!)

In summary, "Napoleon's Last Battles" is a set of four highly enjoyable **games**. It is also one of the best **simulations** of the whole Waterloo campaign that you will come across.

Ian reviews the SPI quad game Napoleon's Last Battles, in the SimPubs magazine Phoenix 11, dated Jan/Feb 1978.

15 Questions – Ian Darglish

Ian Willey

This interview with Ian was posted by Ian Willey on his blog at <http://walladvantage.blogspot.com/> at the end of May 2011, and is reprinted with permission – Pete.

My second British designer on the bounce, both picked up at HEROES last March. Ian needs little introduction, not only has he designed many a scenario both for MMP and TPP he also is a respected historian and author of 6 books.

1. Which published scenario of your own are you most proud of and why?

Probably 'J68 Unlucky Thirteenth' from *ASL Journal 4*, balanced, historical, and I still enjoy playing it (Better to come soon?)

2. Which scenario that you have not designed is your favourite?

Of all time: probably 'E Hill 621' from *The General* and *ASL Classic*. But currently I am a big fan of 'SP163 First To Fastov'.

3. What for you is the most important part of a scenario design?

Multiple source historical research.

4. Have you a favourite subject or theatre?
Normandy 1944 ;-)

5. What came first, your interest in *ASL* or WWII?

ASL (*SL Actually*)

6. Best or most memorable *ASL* moment?

First published module (*CH All American*)

7. The *ASL* moment you most want to forget?

Mistakes in publishing *All American*.

8. What year did you first start to play *SL/ASL*?

1978 :-)

9. How many scenarios would you estimate you have played and had published?

Played 300?
Published 65?

10. What rule would you change if you had the chance?

Overrun: It is needlessly complex.

11. When was the Golden Era for *ASL*?
2011.

12. Which chart do you use IFT or IIFT?

Generally IFT because that is what British opponents favour. I prefer IIFT.

13. How often do you play (not including playtests)?

Maybe 20 a year vs. opponents.

14. When you play do you have a movie of the action playing in your head?

No, I get deeply into what is going on the map board.

15. Any rule you would like to highlight as a useful but under used rule?

Tank Riders entering play (and elite Russian's risking bail outs after deep penetration).

Ω

THE SEA LION SCENARIOS

by Ian Daghish.

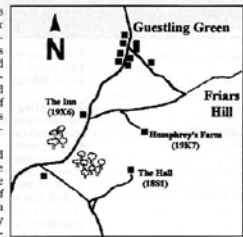
This is not the place to debate whether Hitler was serious about invading England though my own belief is that the decision not to invade was political, not military. To avoid academic debate, I have chosen to base these scenarios on a work of fiction

The Subject
I have been researching invasions of Britain for 25 years, and planning Squad Leader Sea Lion scenarios for over ten. In this time a lot of new material - both good and rubbish - has come to light. There can be no doubt as to the seriousness of the Kriegsmarine in their thorough preparations! To avoid academic debate, I have chosen to base these scenarios on a work of fiction: the short story 'If Hitler Had Invaded England' by C. S. Forrester, published in his book 'Gold From Crete'. Three of the scenarios are taken directly from references in the story, which is highly recommended as a very good read. Nevertheless, all details of units and weapon availability are from historic records.

The Forces
The condition of the British and Commonwealth forces in the days following Dunkirk was not good. Heavy weapons and ammunition were in short supply. On 29 May, Ironside noted that he had very little artillery - nearly all the new 25 pounders lost, and the anti-tank guns'. The 4-3-6 Green British MMC in 'Their Darkest Hour' seriously flatters the Local Defence Volunteers at this stage of the conflict, the LDV were a very patchy force. Let us say that the Guestling LDV, with homes so close to the sea, were particularly well trained and motivated. While the men of Kent in 'Ironside' represent villagers armed with solid-shot in their twelve bore shot-guns, and all the special devices that could be put in their hands. Of course, the Northover Projector was a reality, and the MOL-P in the hands of unqualified users gives a good impression of its likely effectiveness! German Orders of Battle come largely from Wheatley and from Schenk. I have been asked whether the Panzer II 'Flamingoes' were part of 1st Panzer, in 1940 they were actually assigned to

16th Army. There was some controversy over their role: their commander saw their role as supporting a massed Panzer attack, but instead they were planned to be used in support of infantry shock troops spearheading the landings. I have also been asked to justify the use of the Panzer III Ausf F. There is no doubt that some of these were available in mid-1940 (and I see my friend Pedro Ramis assigns the Pz III F to Gross Deutschland in his excellent 'Stonne' module). The Germans would certainly have used their most up to date armour for this tremendously important venture. Elements of the Abwehr's 'Brandenburg' regiment were assigned to 10th and 9th Armies, lightly armed and motorcycle mounted. After supporting the initial attacks in 'commando' roles, they would no doubt have been assigned to further special duties.

The Scenarios
Two of these scenarios have been published at an early stage of development in 'Despatch' the AHKS European newsletter. Thanks to those who helped with playtesting. As usual, I have favoured period feel rather than strict 50:50 balance, though I believe none of these situations is hopelessly one-sided. Various contemporary maps were available, but this would have impacted on play balance. Throughout, I avoided the use of too many Scenario Special Rules. The parachute drop in 'Darkest Hour' and

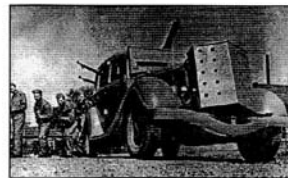


1 This map refers to 'Their Darkest Hour', scenario to be published in one of our next issues.

2 The 'Nemesis' scenario is included in this issue. The other scenarios will be published in issues to come.

ASL News # 29 - March '95 - 19

Designer's notes



the MOL-P may cause you to re-read the appropriate rules - but these are not overly complex. The scenarios are intended for easy play. Forrester's story is rich in scenario material and I have further scenarios in development featuring beach landings, airfields, and the Royal Military Canal.

The Setting
Various contemporary maps were available, and the standard ASL boards fitted very well. In fact, after selecting the ASL mapsheets for 'Their Darkest Hour', I discovered some more detailed maps of the area, and was astonished to find that some extra details on these maps were already featured on the ASL mapsheets selected! (See sketch) Truth emulating fiction! I considered making all buildings stone, but this would have impacted on play balance.

Selected References

- 'Operation: Sea Lion' - Richard Wheatley (originally classified, made public in 1958)
- 'Invasion of England 1940' - Peter Schenk (very highly recommended)
- 'Invasion 1940' - Peter Fleming
- 'Pillboxes' - Henry Willis (with maps of every pillbox built in 1940)
- 'The Ironside Diaries, 1937-1940' - Gen. Sir Edmund Ironside.
- And of course 'Gold From Crete' - C. S. Forrester.

SEA LION AS CHRONICLED BY C. S. FORRESTER

Monday 4th June, 1940
Dunkirk evacuation ends. Hitler cancels second Norway expedition and withholds forces for England (two Panzer Corps and eleven infantry divisions).

Saturday 29th June
Code word 'Sea Lion' issued. Troops embarked.

Sunday 30th June
Dawn: First paratroops engaged by LDV. Church bells rung
10:00 am: Landings at Winchelsea, Rye, Camber
1:00 pm: RAF recovers from early surprise. Stukas and second echelon of paratroop transports massed
2:00 pm: experimental landing craft beach heavy tanks. First 'sticky bombs' issued to LDV. Snipers adding to chaos on landing beaches; Fuchler orders reprisals against civilian resistance and Guestling Green village burned
Monday 1st July
von Rundstedt halted as engineers destroy bridge along Rother River defence line
2:00 pm: 'Battle of the North Foreland' as Home Fleet nears Channel. Hood blows up; Scharnhorst, Lutnow, Gneissau sunk. Royal Navy commands Channel. Over the beaches, '6 O'clock Battle' and '8 O'clock Battle' give RAF air supremacy
Night: von Rundstedt gives up hope of reinforcement and abandons Channel; all men and supplies to front
Tuesday 2nd July
Dawn: Rother line falls
1:00 pm: Fall of Hawkhurst; Cabinet debates release of mustard gas to Bomber Command. First armour clash as German panzer advance on Flimwell held by 2nd Armoured Division
Wednesday 3rd July
Dawn: Battle of Cranbrook: 65 German vs 81 British tanks. Last reserves of both sides committed
1:00 pm: Brigade of cruiser tanks outflanks German left at Burtle; light armour sweeps Sussex and Kent
4:00 pm: von Rundstedt captured
Thursday 4th July
Evening: Prime Minister calls for mercy to be shown to last remnants of German force
Aftermath: Luftwaffe and Kriegsmarine shattered. German economy crippled by loss of 85% inland shipping. Germany's armament production falls and shortages result in civil unrest. Royal Navy and Royal Air Force dominate seas around Europe.
Spring 1941
Reconquest Norway leads to loss of Baltic to Germany. Hitler falls.

Ian Daghish



20 - March '95 - ASL News # 29

NEMESIS

ASL News Scenario 30 - Invasion of the British Isles, 1940

Board Configuration:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

Victory Conditions:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

Special Rules:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

CALL THEM IRONSIDES

ASL News Scenario 31 - Invasion of the British Isles, 1940

Board Configuration:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

Victory Conditions:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

Special Rules:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

THEIR DARKEST HOUR

ASL News Scenario 32 - Invasion of the British Isles, 1940

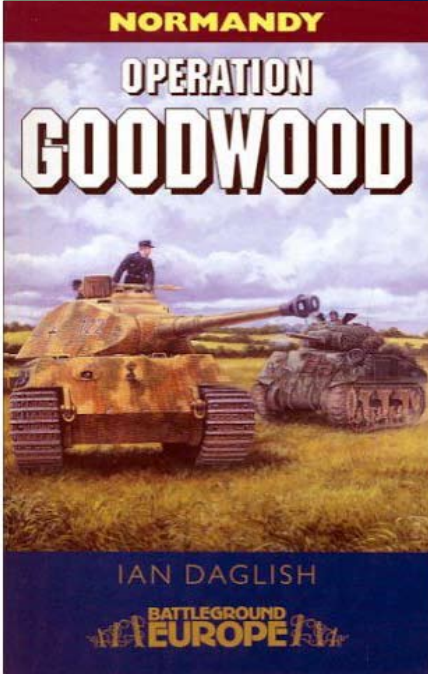
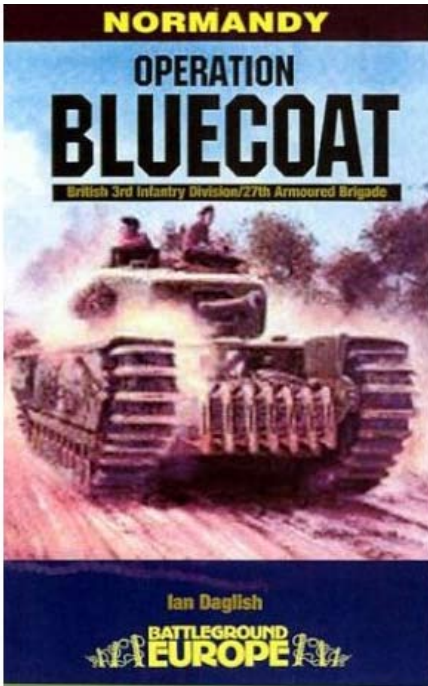
Board Configuration:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

Victory Conditions:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

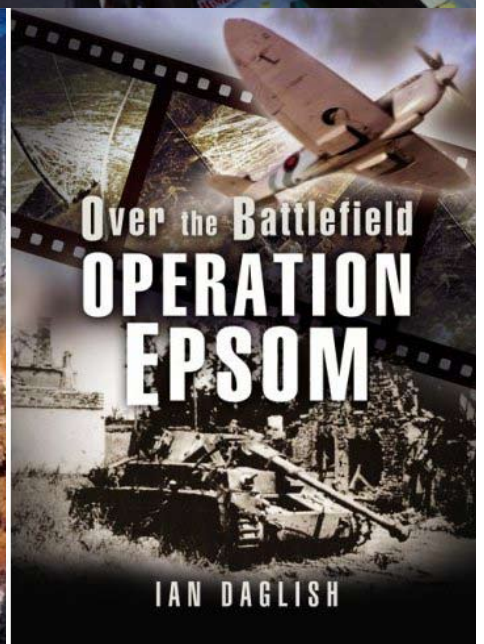
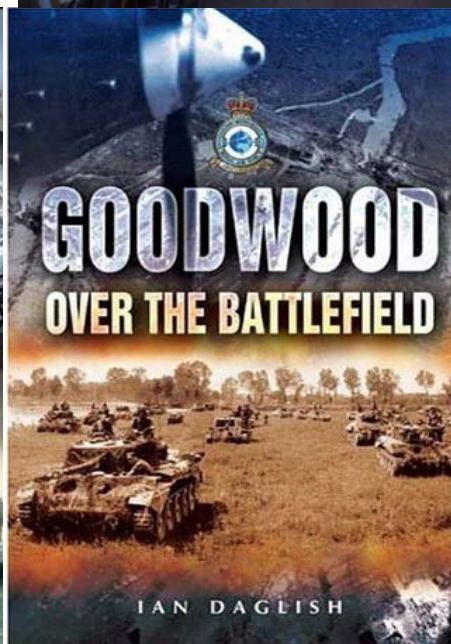
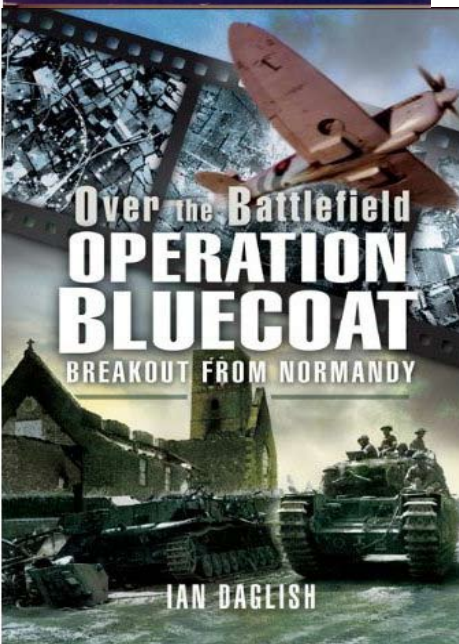
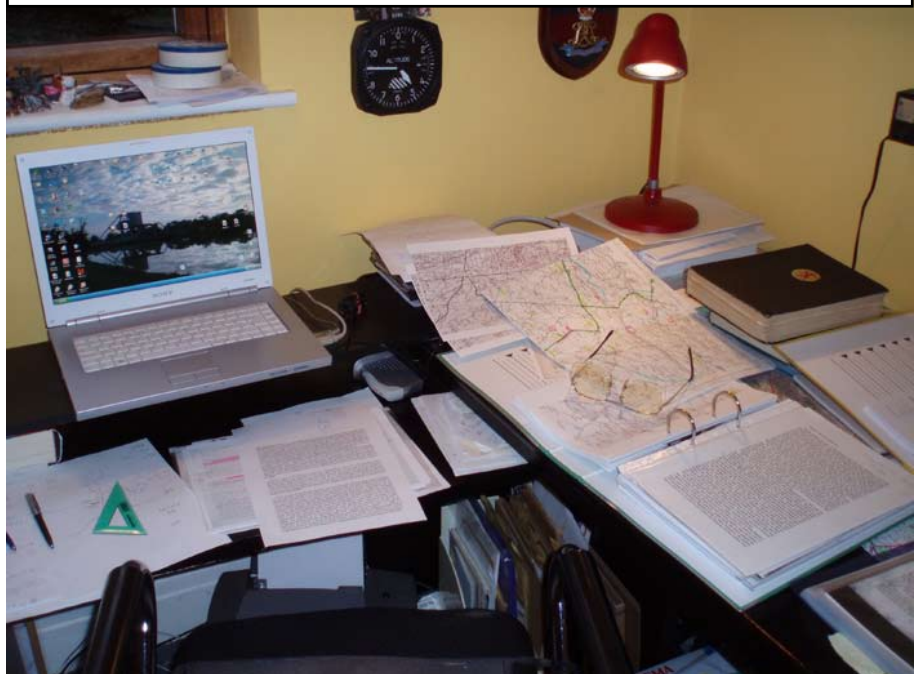
Special Rules:
1. The German invasion force is on the sea.
2. The British Home Guard is on the coast.
3. The British Army is in the interior.

Above: an early appearance of Ian's work on Operation Sealion scenarios from ASL News. Below: playtesting of more recent designs at INTENSIVE FIRE 2007.





Ian's workshop, and his published books.



Countersmith Workshop

- We are dedicated to reinvent and rejuvenate the world of ASL variants, esp. with the new design of gamer-friendly counters.



STEEL MASTER MODULE B US/British AFV Turret Counters

US Vehicle Note 6
AAMG
Turret cannot traverse or fire through Starboard side of YCA (British Vehicle Note 37)

US Vehicle Note 7
CE status
AAMG can fire through YCA only (British Vehicle Note 46)

Can fire AAMG while BU but cannot vs aerial target (US Vehicle Note 7)

BU status

Equipped with Gyrostabilizer (Double white square for slow turret)

Smoke mortar can only fire within TCA

Equipped with Gyrostabilizer (Double white circle for fast turret)

Cannot fire of white BU
Cannot fire AAMG while BU

Front AF for turret
CE status

Side/Rear AF for turret

Four TE DE
US built

White interior for CE of AFV
AA capability

Red interior for BU of AFV
Restricted Slow Turret

Maximum range of Main Armament

No Interceptor Fire

Countersmith Workshop
<http://countersmith.blogspot.com> countersmith@gmail.com

Steel Master is a series of model-based turret counters in supplementing ASL system counters. The latest module, Steel Master Module B, contains 3 double-side color counter sheets depicting the full set of 1/2" turret counters for official British and American AFV plus their variants, some previously omitted. It functions as an all-embracing marker for skilled players, reminding all once-forgotten or overlooked turret factors in your next fierce ASL battle. Victory is always on the side of forward-thinking commander.

- DC0040 - Steel Master, Module B (British/America) product info:
- 3 die cut double-side color turret counter sheets (780 turret counters)
 - a turret counter feature menu
 - individual plastic package

Regular price: \$35

Also available is DC0039 - Steel Master, Module A (German/Russian) for \$35. Or by both modules for the special price of \$56.

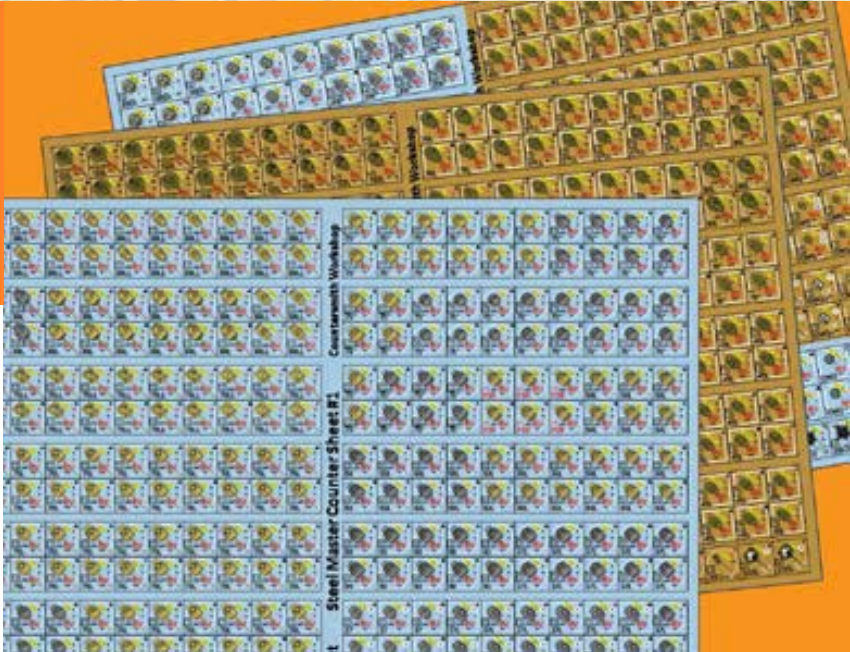
- COMING SOON!
- DC0041- SteelMaster, Module C (Italian/French/Axis minor)
 - DC0042- SteelMaster, Module D (Chinese/Japanese/Allied minor)
 - DC0043- SteelMaster, Module E (Finnish)

Our Contact: countersmith@gmail.com
<http://countersmith.blogspot.com/>



6 reasons why you will put our new design turret counter on top of original AFV counters:

1. It tells the exact-calculated turret armor factor, both the front and the side/rear.
 2. It tells whether each equipment could be operated or not under CE/BU status, i.e. the MA, CMG, AAMG, sP, SN etc. There is also a reminder for the firing of sM within TAC.
 3. It tells all the complicated information on the official AFV counters in a simple way by our separate turret counter without the worries of studying the back of the official counters and the vehicle note in the rulebook before each act of tactical move.
 4. It tells the allocation of the optional equipment among the same set of counters of a particular model of AFV without the trouble of writing down the identity letter of each counter manually. We provide two different sets of turret counters for the same AFV model displaying if there is an optional equipment or not.
- In addition, turret counters with optional AAMG and/or RMG are provided to get rid of the limitation of the official countertermix.
5. It tells if a particular model of the AFV is in the condition dug in and/or armored cupola in the strong point while there was only the universal turret counter to all the AFV models in the official counter set.
 6. It adds a series of the long-omitted AFV variants for connoisseur AFV combat players and creates new legendary scenarios.





DOUBLE 1 2011

Derek Cox

The weekend started on Thursday evening, with the early arrivals heading into Chelmsford town centre for a pre-tournament meal. The waitressing staff looked on somewhat bemused as tales of improbable hits, ambushes, destroyed tigers and boxcars drifted across the restaurant – just feel sorry for the token female who had to suffer all of this!

Friday morning saw the start of the one day minis. This year, two themes had been chosen, “Back in Black” (SS versus the world!) and “Best of 2010” (pretty self-explanatory heading), plus a Starter Kit mini. Each mini consisted of two rounds, straight knockout, with 4 entrants per group. Given that 2011 was the first year that Double One had been extended to the Friday, Brendan and I were delighted to find 20 people wanting to take part in the Friday minis! A quick straw poll got 5 minis running, and after two rounds of

dice rolling, the following winners were announced:-

- Back in Black (1) – Pete Phillipps
- Back in Black (2) – Gerard Burton
- Back in Black (3) – Sam Prior
- Best of 2010 (1) – Paul Legg
- Best of 2010 (2) – Andy Smith

Saturday morning broke with numbers swelling to 28, with 24 signing up for the main tournament - Darren Orwin and Richard Dagnall deciding to tackle one of the monster scenarios from *Valor of the Guards*. The format followed that of last year, with entrants being divided into groups of 4, playing each other in a Round Robin system.

Round 1 featured the stars of the forthcoming MMP module, *Hakke Palle*, with three scenarios involving the Finns. Surprisingly, although possibly due to its veteran status in the history of ASL, ‘Fighting Withdrawal’ was by far and away

the most popular choice, with many games going down to the wire (both in terms of time and turns). The other choices for the morning session were ‘FRF 18 Through Fire & Ice’ and ‘ESG8 Soummussalmi Sandwich’.

Round 2 arrived in the form of “Casey Jones”, featuring scenarios with a railway theme. As this was the Saturday afternoon / evening session, these scenarios were slightly longer but, with hindsight, were probably too long for a tournament, especially given that one was still going at 2am on Sunday morning. Note to self – more pre-tournament testing for 2012! The scenarios arriving at platform 1 were ‘121 End station Budapest’, ‘AP60 Nishne Nyet’ and ‘J83 Bloody Nose’.

Proceedings were brought to a halt mid-afternoon by the fire alarm going off. Everyone duly filed out on the basis that it was a false alarm, then the sudden realisation that it might not be and we could



Left: Ian Morris (left) and Sam Prior call for Roadside Assistance in one of the Back In Black minis.
Right: Paul Legg (left) and Miles Wiehahn battle for L'Abbaye Blanche.



Left: Dominic McGrath (left) and Martin Barker in a friendly game of Last of their Strength on Friday night.
Right: Ian Pollard (left) performs a Fighting Withdrawal again Brendan Clark's Finnish hordes.

be looking at a very expensive cardboard bonfire put everyone on their toes for a quick dash through to liberate ASL kit. Fortunately, it duly proved to be a false alarm, caused, we believe, by an errant fly getting into the smoke alarm system (that, or the spreading blazes from the fires set in Fighting Withdrawal earlier that day).

Saturday evening saw the inaugural Double One quiz, as hosted by the ASL's world answer to Nicholas Parsons, our own, our very own, Richard Dagnall. As most people had already hit the student bar, it was a fairly uproarious affair. After 3 rounds of questions based on ASL, WWII and general history, Mick Essex proved himself the knowledge master, despite some debate over the German codeword for the proposed invasion of Malta! The quiz will definitely return in 2012, by which time the AV kit in the bar should be working again.....

Heavy Weather arrived on Sunday morning, with rain, mud and snow presenting challenges to the attendees in the respective scenarios 'A83 Last Of Their Strength', 'SP176 Smiling Albert' and 'AP18 Village of the Damned'. At this point in proceedings, only the winner of 1 of the 6 groups had already been decided, so there were some tense moments, most noticeably in Group B, where the eventual winner was decided on the ASL Crusader Ladder Points that each of the 3 possible winners had beaten!

The final games wrapped up around 1pm, and the winners were as follows:-
Group A – Sam Prior
Group B – Gerard Burton
Group C – Ian Pollard
Group D – Wayne Baumber
Group E – Martin Barker
Group F – Stuart Brant

their 100% record at Double One!

Thank you to everyone who came along and made the weekend so enjoyable.

Double One 2012 is already booked for the weekend of June 22nd to 24th. Already in the pipeline is a curry night at the local Indian restaurant on the Thursday evening (21st), themed minis involving the Desert and the Japanese, a 3 day / 3 round tournament involving monster scenarios, and the main tournament with an Olympic theme underlying it all, plus the now infamous Saturday evening quiz. Registration fee will be £15, and we will be publishing the scenarios on the Double One website at Christmas.

Ω

Both Martin and Wayne maintained



Left: Aaron Sibley (left) and Paul Clash battle Through Fire And Ice, using the VASL winter-ised maps.
Right: Darren Orwin (left) and Richard Dagnall in Stalingrad, Storming the Station.



Top, left to right: Pete Phillipps, Gerard Burton, Sam Prior.
Left: Paul Legg.
Right: Andy Smith.



Saturday night's quiz winner Mick Essex.

Below, left to right: Sam Prior, Gerard Burton, Ian Pollard.
Bottom, left to right: Wayne Baumber, Martin Barker, Stuart Brant.



PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L
Michael Allen	3	2	1
Martin Barker	4	4	0
Wayne Baumber	3	3	0
Nigel Blair	4	1	3
Stuart Brant	5	2	3
Gerard Burton	5	5	0
Simon Church	5	2	3
Brendan Clark	5	2	3
Richard Dagnall	1	0	1
Michael Essex	5	2	3
Paul Jones	4	3	1
Indy Lagu	5	0	5
Paul Legg	4	1	3
Dominic McGrath	4	1	3
Ian Morris	5	1	4
Pete Phillipps	7	3	4
Ian Pollard	3	3	0
Sam Prior	5	4	1
David Ramsey	5	2	3
Nick Ranson	5	2	3
Aaron Sibley	6	3	3
Andy Smith	5	4	1
Simon Staniforth	6	2	4
Simon Taylor	3	1	2
Miles Wiehahn	5	3	2

THE SCENARIOS

Here is the table of Scenario Win/Loss records:

SCENARIO	ALLIED	AXIS
1 Fighting Withdrawal	7	1
8 The Fugitives	0	1
A83 Last of Their Strength	2	0
AP18 Village Of The Damned	2	3
AP4 L'Abbaye Blanche	2	2
AP41 The Meat Grinder	1	0
AP60 Nishne, Nyet!	0	1
DB082 Roadside Assistance	2	0
ESG69 Brushwood Buzzsaw	1	0
ESG8 Soumussalmi Sandwich	2	0
FrF18 Through Fire and Ice	2	1
FrF40 Spork's Eleven	0	1
FrF44 Anhalt Pandemonium	2	1
FrF45 Totensontag	1	0
FrF47 Cutting Off A Hydra's Head	1	0
FrF51 Bite of the Bassotto	1	1
FrF52 Dying For Danzig	0	1
J114 The Marketplace at Wormhoudt	1	0
J125 Everything Is Lost	1	1
J140 All Down the Line	1	0
J83 Bloody Nose	1	4
OA31 With Friends Like These	0	1
SP176 Smiling Albert	3	2
SP89 Assaulting Tes	1	0
TAC62 Panzers Marsch!	0	1
TOTALS	56	34

ONE OUT OF FOUR

THE SAGA OF SAVING PRIVATE RYAN

Great Movie Series by Wild Bill Wilder



Wild Bill Wilder Saving Private Ryan

Module Review

Mark Drake

This review is based on a series of posts Mark made on [http://forums.gamesquad.com/showthread.php?101049-Saving-Private-Ryan-module-by-WBW-\(LONG!\)](http://forums.gamesquad.com/showthread.php?101049-Saving-Private-Ryan-module-by-WBW-(LONG!)). This compilation is printed here with his permission – Pete

I recently purchased a copy of Wild Bill Wilder's *One Out of Four: The Saga of Saving Private Ryan* and thought I would write some initial thoughts on this module. I paid a few dollars for it but am interested in it as I did design a scenario on the last battle scene (which Michael Dorosh used in his *Scenario Design Guide*.)

First off the module comes with a cover sheet describing the product contents on the front side, while the reverse side is an ad for more of Wild Bill Wilder's *ASL* modules that he sells on Ebay. The next page is double-sided description of this product, part of the *Great Movie Series*, talking about the movie itself, which five scenarios are in the pack, and then the counters and maps.

THE SCENARIOS

There are 3 cardstock cards with 5

scenarios. Four of them are based on actual scenes from the movie. The scenario titled "The 88's" is based on the scene where Miller describes his mission to his CO about knocking out some 88s. The last battle scene scenario "Miller's Last Stand" is printed on both sides of one card and is the largest of the bunch.

I have not played any of the scenarios yet but I do plan on comparing WBW's last battle scene scenario to my version.

COUNTERS

There are 106 counters of various types included, one of which is the French family shown in the film which appear in scenario 'SPR03 The Square.'

Overall the counters breakdown as follows:

- 36 info markers
- 24 SS (4 SMC, 4 1-3-7 Crews, 8 6-5-8 squads, and 8 3-4-7 HS)
- 36 US (3 7-5-8 para squads, 5 3-5-7 para HS, 7 7-5-9 ranger squads, 3 3-4-8 ranger HS, 3 3-4-9 engineer HS and 15 SMC)
- 10 5/8 counters (2 LC, 20L AA Gun, 2

P-51 Mustangs, and 5 German Wrecks)

As you can see the SMC are close to official ones but most of the unit counters are a different interpretation of what we are used to seeing in US and SS OOBs. Not a big thing to me as I have seen this sort of variant in other third-party modules. Just would like to know why these particular values were chosen for each type of unit.

Did notice that the unit designation for Pvt. Ryan shows he is a member of the 2nd Rangers – thought he was 101st in the movie.

MAPS

There are 5 cardstock mapsheets in this module.

One is the bunker complex overlooking the Omaha beach section where Miller and his squad landed and attacked.

The second map is a small half-map with the square in the French town where Miller's squad ran into the French family, duelled with a German sniper, and shot up the German HQ with US paratrooper help.

The last 3 mapsheets are of the same



battle – the town of Ramelle where the climactic battle of the film takes place. One sheet is a small hex map of the section of town leading to the bridge. Two more mapsheets are larger hexed maps of the same battle, but each sheet depicts half of what the smaller map shows.

Also one of the half-map sheets (the Square) does have a small overlay of the radar station for scenario 4, where Miller's squad attacks the German mg nest in front of the radar station.

CONCLUSION

Overall I think this is a module that has potential. The counters are not bad but could be better. The maps look very amateurish and there are no rules on the terrain – for example, on the Ramelle maps how would you handle play in many of the road/building hexes? On the Omaha map what is the CA of the bunker?

There are no explanations for these map issues! This is definitely the weakest part of the module. It's too bad there are not even any map SSRs for these mapsheets.

The scenarios look OK at first for an amateur effort but further in-depth study shows there are some questions in each scenario. I've already mentioned about the CA of the German bunker in 'SPR01 Dog Green'; in 'SPR02 The 88's' the German OOB allows 2 Panzerfausts, and an SSR allows the Germans to set up mines with AF4 – what is that? Looks like leftovers from when he designed old *SL* scenarios. 'SPR05 Miller's Last Stand' the SSR allows the US side to use HIP and ? – how many set up HIP and Concealed? These are just a few issues with the scenarios. It's too bad as I think these scenarios could have been made into some interesting ones to play in *ASL*.

Overall this is a poor effort, which I expected given the history/quality of past *ASL* products from WBW. I think this module could have been done much better and even wrote to the producer of these modules (Tom Tietz) not only asking him to consider making improvements but offering to assist in improving the quality of his modules. No response. Not surprising given that folks buy his modules at Ebay for a nice chunk of change (and I am guilty of this as well, as this is my 4th item I have purchased but also the one I paid the most for due to curiosity of what the quality of it may be as well as the subject matter.)

If you are looking to get this as a module that you expect to play right out of the package then you will be disappointed. There are a LOT of issues just reading thru this module that require fixes/modifications if you wish to actually play any of the scenarios. If you are interested in this as

a novelty/collector's item then it fits the bill perfectly. Too bad it is not more on the playable side. As I expected when I purchased it, but I also pretty much thought I can make some modifications to

what is here and play it solo for my own amusement.

Ω



THE SQUARE

By Wild Bill Wilder

SPR03



9 June, 1944, St Mere Eglise, France 1620 Hours: Miller's group has been moving all day and has approached St. Mere Eglise in the midst of a summer downpour. The sound of the rain is drowned out with the sound of gunfire. It is a hot fight in the city. Ryan connects with Sgt. Hill and begins to move with his men and those of Sgt. Hill to the other side of the city.

US Forces, mixed units of Rangers and paratroopers: Set up as follows

north of hex row 6, The Square map:

Miller, Horvath, Reiben, Carpazo, Mellish, Jackson, Wade, Upham

north of hex row 5, The Square map: 7-5-8x2 8-1 SCR436x1

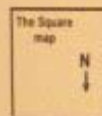
Enter turn 3 west edge of The Square map: 7-5-8x2 3-5-7x2 Cpt Hamill

Place in hex F5: French family

German Forces, Units of 2d Bn, 91st Inf. Division: set up south of hex row 4, The Square map

4-6-7x3 4-3-6x3 1-2-7x2 1-8-8x1 7-0 8-1 9-2 LMGx2 Pzfst44x1

Map Setup



Turns: 6

Setup: German player sets up first, using HIP. US player moves first

Victory Conditions: The US player wins if he has Captain Miller and Captain Hamill in the same hex by the end of turn six. Otherwise it is a German win.

Special Rules:

1. It is raining heavily with a visibility of 4 hexes.
2. No two US MMC units of either side may be stacked together at the start of the battle. All German MMC counters must be separated by two hexes at the start of the battle.
3. When an American unit comes into the LOS of hex B3, an additional German sniper may be located (without placing it on the map) in hex B2, 3, and 4. It can only be spotted in one of two ways: (1) Private Jackson may spend one turn looking for the sniper if in LOS of these hexes. At the end of that turn the sniper is considered spotted; (2) any US unit moves within two hexes of the sniper's location.
4. If Cpl Upham spends one turn with French family, German player must reveal location of the nearest MMC unit to the French family location.

Aftermath: As the small combined force moves toward the other side of town, they find a French family looking for help. Carpazo is killed by a sniper and the rest of the journey across the town is filled with dangerous surprises. They find a paratrooper named Ryan but it is not the man they are trying to find. The search must continue.

TURNS

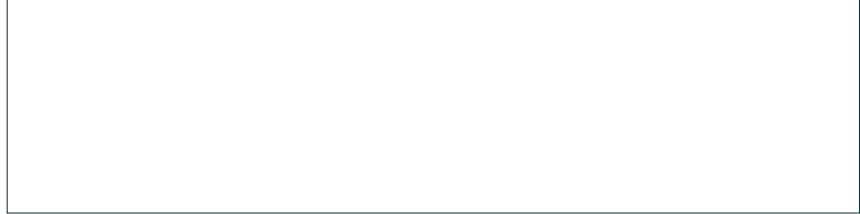


THE BRIDGE AT RAMELLE



ASL SCENARIO MD1

Scenario Design: Mark C. Drake



BOARD CONFIGURATION:

BALANCE



only hexrows U-FF are in play



VICTORY CONDITIONS:

German wins by controlling bridge hex 23BB5 at Game End.

☆ US sets up first

German moves first

1

2

3

4

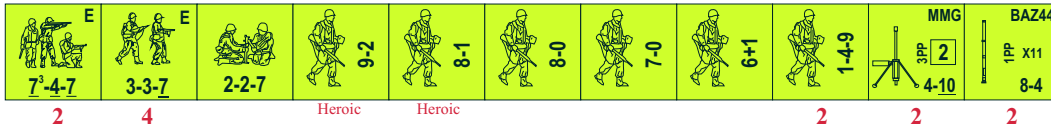
5

END



Elements of 101st Airborne C Co., 2nd Rangers [ELR:5] {SAN: 6}

Setup HIP anywhere south of the canal, on/north of hexrow 7, in Building/Rubble/Shellholes [EXC ne HS/SMC but no SW counters, may setup in hex AA8]; No US unit may setup on the bridge.

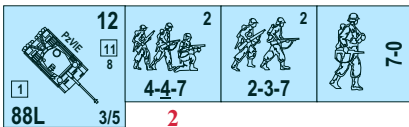


(optional: exchange 1x 1-4-9 with BAR Gunner SMC)

Elements of 2nd SS Panzer Div. [ELR:5] {SAN: 3}

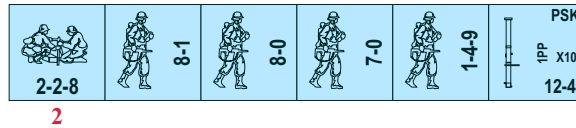
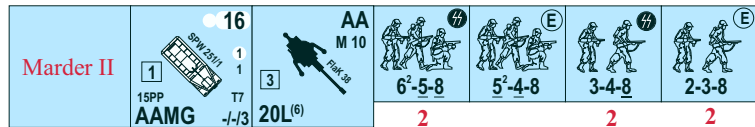
GROUP 1:

Setup in hexes BB8-BB9:



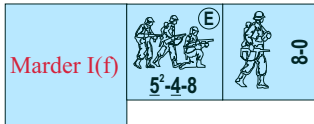
GROUP 2:

Setup between hexrows V and Z with coordinates >= 9:



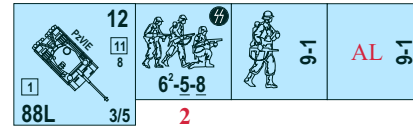
GROUP 3:

Enter on Turn 2, On/East of Hex BB10:



GROUP 4:

Enter on Turn 4, On/East of Hex BB10:



SPECIAL RULES:

1. EC are Moderate. Weather is Clear, with no wind at start. Kindling is NA. The canal (Merderet River) is deep with moderate flow to east.
2. The bridge in 23X3, as well as all walls/hedges, do not exist. All Woods are Stone Rubble; all Orchards are Shellholes.
3. Setup overlays as follows: **OG4** on 23X7-X6; **X22** on 23Z7; **X8** on 23AA8
4. All buildings are Guttered (EXC: Z6, Z7, AA8); buildings Z6 and AA8 are Stone Two-Story Houses; Z7 is Stone with Ground level and Level 3 Steeple only. Cellars do not exist.
5. Place Sangar in BB4; place Wooden rubble in W6, V6, EE7, AA10; Place Stone rubble in CC7, DD7, Y8, oY7, X5; place Shellholes in BB6 and BB7.
6. Bridge in BB5 is Two-Lane Stone. It is wired for demolition; can only be demolished from Sangar in BB4 by any US unit as per normal bridge demolition rules (A23.7.71).
7. German units are SS; do not have Panzerfaust; AFV crews may not voluntarily abandon AFV. Halftrack may be unloaded, or Towing/carrying Passengers (German player's choice.) 2-2-8 crew must setup/possess psk and Flak 38 at start; Flak 38 sets up Limbered (whether towed or not).

8. US units have following: ATMM, Ammo Shortage, Mol (ONCE, and only vs. Vehicle), 1 Set DC in ANY hex (designate hex/detonating unit before setup/represents Hawkins mines), 9-2 leader may make/direct PBF as TPBF ONCE, as long as 9-2 occupies OG/shellhole/rubble (this represents 60mm mortar rounds as grenades.) One mmg sets up possessed by 2-2-7 crew, other sets up possessed by 1-4-9 and 7-0. No restriction on who gets Bazookas.
9. No Quarter and Hand-To-Hand is in effect for both sides.
10. Game starts with US Defensive First Fire phase, with German units having expended all MF/MP in movement.
11. For expanded game, add following: 2 6-5-8 squads with Group 4.
German reinforcements: enter turn 5 on South edge: 1 6-5-8, 5-4-8, 3-4-8, 7-0
US reinforcements: enter turn 5 on North edge: 3 6-6-6 2 3-4-6 1 jeep, 8-0, mmg, M4A3 (75w)
If using this option, then number of Game turns is increased to 6, and US will get one '44 FB, with bombs, arriving on turn 5 during German Mph/US DFFph.
Players must decide before commencing play if option is to be used.

Küstenjäger!

Special Forces II

War in the Aegean Sea!

Out of the Sea

A review of KüstenJäger! Special Forces II

Ian Willey

This review was originally posted on Ian's blog at <http://walladvantage.blogspot.com/> and is reprinted here with his permission – Pete

KüstenJäger is the second Heat of Battle scenario pack to focus on the actions of a single special forces unit, in this case the German KüstenJäger. The KüstenJäger Abteilung was the Coastal Raider Detachment of the Brandenburg regiment, and undertook several actions in the Aegean.

The front and back covers contain a few details about the module, but the interior pages have a major use. A total of 4 tables are included, two for designers of future scenarios which is a nice touch, but it's a shame there is no list of sources. A table of characteristics, interesting things like allowed to Self Rally and deploy to swim (keeping inherent weapons) give you get an idea of the flavour of the pack at first brush. The Boat Card break down is again useful and would be needed each time you played unless you happened to play them all on the bounce. What is a little confusing is that the example shows the Nationality as American and we only have German and British cards in the pack, possibly originally further packs were planned? Lastly we have the make up of a Company for Solitaire use (*SASL*) but with the lack of a purpose built Random Event table and as mentioned in the main body of

the rules only one official mission (Recon) would be suitable and then would have to have several changes to make it work. So more of a place to start than a ready to play addition to the pack. It does not detract from the pack so no harm but the lion's share of work seems to have been left for any *SASL* designer to do.

The overlay is 14 hexes long (counting both half hexes as .5) and 5.5 hexes deep depicting at greatest a 3 hex water inlet attached to rising ground rising to level 3. It looks an interesting overlay but lacks any ID details so I will write on the back of mine before laminating. On the same good quality card is the two boat cards that come with the system (these will be laminated as well and thrown in the same Raaco that the counters will be kept). Overall the overlay looks like it will fit in with the boards fine, with the terrain depictions as per pre-map pack boards. My only niggle is the stone wall is a little slim and does not stand out strongly but it's just that a niggle.

A bigger niggle but quite bearable is that you only get the two boat cards but three boat types. The third boat card is an example on the rear page of the rules. This I will scan, print and laminate. Not perfect but not a major issue.

The six pages of rules look clear and not tainted by the odd characters and

typos as per HOB's *Kreta* module. They obviously cover the new squad type and their special abilities. Further rules cover the Motor Gun Boats (MGB) and the final 4 pages are a condensed set of the MGB rules which were originally were released in LFT's *St. Nazaire* module. Interestingly again further evidence that maybe the plans included further expansion as shown in the rules are images of Swedish and Russian boat crews. If this is the case let's hope that HOB do eventually release these products but word is they have just one more product to release before closing down (though restarting at a later date could be a possibility).

The counter sheet has the KüstenJäger squads, half squads, leaders and boat crews and the required British boat crews as well. Five boat counters are supplied with the required info counters for the various weapons. An interesting counter is the Reaction Platoon counter that is used in one of the six scenarios and covered in the rules. This counter represents a random force that is activated during the scenario. The counters are printed face up as per the normal convention which is a relief as HOB have a history of supplying back to front counters. Another fault from *Kreta* was the sizing of some of the counters. My squads from *Kreta* were so badly cut that some of the MMC were much wider than they should whilst the adjoining

counter was substantially thinner leading to strange shaped counters and in my case a rather annoyed customer. This counter sheet suffers from the same poor cut but not to the same extent and can be lived with. The quality of the images is nice and crisp, and are the typical high shine finish which is a positive or negative dependant on your view. The counters are white core which will put a few off I am sure. Another possible issue for some is that the counters are side punched rather than edge punched which are harder to clean up (but I find easier to cut from the tree). Overall though I am fairly pleased with them.

The main bones of any pack though is the scenarios and weighing in at six scenarios it has to be said is on the light side. What you automatically get with these scenarios is extra rules to work with. Obviously you have the new MGB rules (though they are not used in every scenario), but to use the pun you also have a whole raft of other rules in many cases to deal with as well. It has to be assumed you have the whole *ASL* system and several other TPP items to get the full use out of the pack. Given that you only get six scenarios not having what is required for one or two scenarios would be a big issue!! But I feel the subject matter will only be truly attractive to those that already have a great deal of kit anyway.

Rule sections and other requirements needed to play include:-

Rules: Early Morning Sun blindness (F11.6), Huts (G5), Night Rules (E1.), Beech slopes (G13.22), Wooden Pier (G13.7), Ocean for deep and shallow, Olive Groves (F13.5), Vineyards (F13.6), Palm Debris (and counters).

Equipment: HOB/BFP *High Ground* boards, Ocean Overlays, Landing Craft, HOB *SF I*, Gavatu Island overlay (from the *ASL Annual '93b*).

So plenty of the less used kit and rules are required which sets this apart



from other recent products and should be applauded.

SF-7 Deadly Appetici

Nice to see HOB supporting their previously released boards from *High Ground* (and recently re-released through BFP in their expanded pack). I don't think enough re-use happens with TPP boards. Here a combined Italian and British force has to fend off the Germans who attack early morning (Sun Blindness) and the usual Ocean and Beach overlays are in use. 8 turns makes this one on the long side but with a total of ten Allied squads vs. six attacking German the turns should click on.

how the battle between the Brit boat's 40L plus MGs and the German lesser MG only mounted boat goes.

SF-8 The Guns of Corfu

Plenty of use of overlays (six in total), a pier and night rules to get you started!!! The Germans get three Assault Boats and a Landing Craft. They are trying to establish the location of two Guns and face a very superior in numbers British force. Interesting SSR add plenty of flavour and the Reaction Platoon counter gets its outing. An interesting looking scenario.

SF-10 False Flag

Last of the four Steve Swan designs (all above) and this uses the old *Annual* map Gavatu Island. This has the Germans attacking Greeks with six Assault Boats and a captured British MGB. The German's have the tactical puzzle of attacking two separate islands and only six turns to do it in. Again another interesting design.

SF-11 Clash in the Night

This scenario is the first of the two by Robert Hammond. A second night scenario but this has the Germans on the defence and no MGB but they do have landing craft they need to defend. The Brits have a choice of three ways of winning. Looks an interesting scenario.

SF-9 Now it's German

First scenario to use the MGBs and both sides get them! But the Brit one sets up HIP and can not move. Looks interesting but again HOB uses a previous release, this time ownership of *SF I* is required as rules and counters representing SBS (and SAS) are used. I am interested in

SF-12 Operation Polar Bear

Germans back on the attack with Italians as the defenders. Another night scenario and again lacking the MGBs and again using the landing craft though these start beached. The overlay is used in this scenario and I can say the only pity is that it is the only scenario that uses it from the whole pack. Another interesting looking scenario.



So half the scenarios are played out at night (as should be expected given the troops method of getting to the fight), only two scenarios use the MGBs which is a big disappointment and I have to admit to being left wanting more from the pack. Obviously if all 6 scenarios are fun to play then it's worth it but I would have liked to see more scenarios and given the specific rules and components some who purchase it will have difficulty playing all of them.

TIGER TANK

Panzerkampfwagen VI Tiger I Ausf. E (SdKfz 181) Model



Owners' Workshop Manual

Caring For Your Tiger

A Review of the latest Haynes Owner's Manual

Most people are probably familiar with Haynes' series of owner's manuals covering the maintenance and repair of a wide range of cars and bikes. In recent years they have expanded the range with a series of books on military vehicles and aircraft. Unlike the normal owner's manuals, these books does not offer detailed information on maintenance and repair but are more a general look at the vehicle covered.

The Tiger I tank is the subject of the latest book in the series, which has been produced in conjunction with the Bovington Tank Museum. Much of the book focuses on Tiger 131, the Tiger tank that is actually on display at the museum, and which has been restored to full working order over the past 20 years.

The introduction is written by Peter Gudgion, who was serving as a Lieutenant

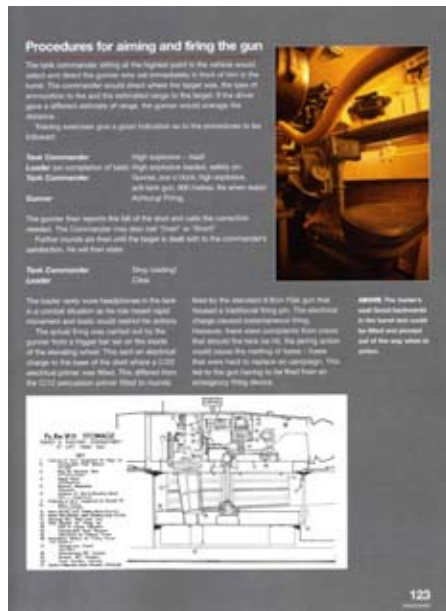
with 48th Royal Tank Regiment on 21 April 1943 when they captured Tiger 131. He was injured when his Churchill was knocked out by Tiger 131 just prior to its capture and after being shipped back to the UK was transferred to the School of Tank Technology as an examiner of captured equipment. In October 1943 Tiger 131 arrived at the school, and he was subsequently involved in the writing of the report on the tank that had nearly killed him!

The book opens with a look at the design history and production of the Tiger tank. Much of this will be familiar to anyone with an interest in the Tiger tank, but is none the less useful. After a general look, the book proceeds to focus on the history of Tiger 131, from its completion at the factory to its deployment in Tunisia, and subsequent capture by the British. This section is complete with two pages detailing the

battle damage it suffered as it was captured, written by well-known *ASL*er David Schofield, in his professional role as lecturer in forensics and crime scene science – a side-effect of this is that he is now claiming to be a published author! Expect to be bored to death by him telling you this every time you play him in future :-). The section ends with a look at how the tank was then taken back to Britain and the work that was done on it in analysing it.

Chapter 3 offers a detailed look at the anatomy of the Tiger tank. This is lavishly illustrated with cutaway diagrams and numerous photos, many of them of Tiger 131 itself. The interior shots of the tank are particularly invaluable for modellers. Information is also included on the wading gear and submersion procedure used (theoretically; as the book notes, there is no evidence this was done in action) to cross





deep rivers and water obstacles if no bridge capable of taking the Tiger's weight were available. There is also a detailed section on the production and application of Zimmerit, the paste the Germans developed to stop anti-tank magnetic mines being attached to their tanks, and how the process was applied to the restoration of a StuG III.

The next chapter details the work involved in restoring Tiger 131 to running order, and the difficulties this involved. Again it is accompanied by numerous photos of the restoration work. The book then looks at the mechanics of running a Tiger, covering everything from starting the engine to wheel and track maintenance. Chapter six is a detailed look at the Maybach engine used in the Tiger, again illustrated with numerous cutaway diagrams and colour component diagrams, and plenty of detailed information on the workings of the engine and related components such as the gearbox and fuel tanks.

Chapter 7 looks at the firepower of the Tiger tank, starting with the dreaded '88'. After noting the origins of the gun, there is some information of how the gun was mounted in the turret, and a substantial amount of information on its operation, including an article on the aiming and firing procedure – something to remember next time you make a TH DR with your tank! Also covered are the various types of ammunition used, accompanied by several diagrams detailing how the 92 rounds were

stored in the tank.

The chapter ends with a look at the bow and co-axial MG mounted on the tank, and the small arms carried inside the tank (as standard, just a MP40 SMG – no panzerfausts!).

Having covered the running and fighting systems, chapter 8 looks at how the Tiger was used in combat. It opens with a brief look at the deployment of the Tiger in independent tank battalions and their organisation, and how this evolved in the early months of the tank's use. A brief look at the tactical use of the Tiger is followed by a detailed look at the Tiger's mobility at the strategic, operational, and battlefield level and the different problems each one poses. An interesting table compares the Tiger with the Sherman and T34/85, and shows that in many cases it was as mobile as both.

The Tiger was reputed to be unreliable, but the book notes once the initial problems had been worked out, operational availability of the Tiger was as good as the Panzer IV and better than the Panther. The section on repair and maintenance notes the German approach to repair differed from that of the Western Allies who could simply replace a worn out tank with a new one, whereas the limited German production meant that local repair was often the only option, especially in Russia and North Africa.

The section also includes numerous anecdotes from Tiger crew members which offer an interesting insight into what it was like to live, fight and die in the tank.

The ends with a look at the six surviving complete Tiger Is, and includes brief details of their whereabouts and how they came to be in their current state. The intriguingly title section "Buying a Tiger" is not, unfortunately, about buying your own but about the Japanese purchase of a Tiger I from the Germany in May 1943. They paid 645,000 Reichsmarks for the vehicle, and

	Tiger	Sherman M4 (prod-production)	T-34/85
Max speed	45km/h	38km/h	55km/h
Average road speed	40km/h	33km/h	47km/h
Average cross country	20-25km/h	17-32km/h	19km/h
Radius on road	190km	190km	260km
Radius cross country	110km	160km	200km
Turning radius	3.44m	18.6m	59d turns
Trench crossing	2.5m	2.25m	2.5m
Fording	1.6m	1m	1.32m
Step climbing	0.79m	0.60m	0.73m
Gradient climbing	35 degrees	60 degrees	35 degrees
Ground clearance	0.47m	0.42m	0.40cm
Ground pressure	0.735kg/cm ²	0.96kg/cm ²	0.85kg/cm ²
Power-to-weight ratio	12.3hp/ton	12hp/ton	15.6 hp/ton

an itemised breakdown from the invoice is included. The vehicle never left Germany due to shipping problems, and ultimately was 'loaned' back to the Germans.

One minor quibble would be the lack of scale diagrams of the Tiger, though there are plenty of other books on the Tiger which can provide these for anyone who needs them.

Overall this a great book, well worth buying. The recommended retail price is £19.99, but it can be found for less; for example it is available on www.amazon.co.uk for £12.48. A link can be found on the *VFTT* website at www.vftt.co.uk/amazon.asp, along with links to a range of other military books of interest to readers.

Ω

INCOMING

Continued from page 3

Nogueira's article on the Japanese, a report on the local tournament scene, and four new scenarios. 'Bedouin Blitz' is a tournament-sized scenario set in Iraq in 1941 which sees Bedouin cavalry attack British troops supported by a couple of armoured cars, while 'Atrocities Beget Atrocities' is a Chinese-Japanese action set during the Jinan Incident in China in 1928. 'The Streets of Kharkov' is a mid-sized, combined arms scenario featuring a clash between SS and NKVD troops during the battle of Kharkov, and 'Thunder From Heaven' is a late war scenario featuring a US para-drop and British glider landing against a mixed company of German troops supported by 3 20L AA guns, and variable reinforcements.

Four issue subscriptions (starting with the current issue, number 32, which contains four scenarios ('Lack of Communication', 'Jumonji Pass', 'Get Tito', and 'No Rest for the Weary') as well as an analysis of the *HASL* version of the scenario 'In Sight of the Volga') are available for \$15.00 (\$18.00 outside the USA). Issues 1 to 20 are now out of print but PDF versions are available for free from www.aslbunker.com (note that the site is currently down after being hacked but should be up soon). Other back issues are \$4.00 (\$4.50 outside the USA) or \$35.00 (\$45.00 outside the USA) for a complete set of issues 21-32. A complete set of issues 21-31 and a subscription for issues 32-35 is available for \$45.00 (\$55.00 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 PinkFloydFan1954@aol.com. You can email them at aslbunker@aol.com.

Ω

INTENSIVE FIRE 2011

27 – 30 OCTOBER 2011



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2011 sees us well into our second decade and players of all standards are invited to attend.

FORMAT

The well-established Fire Team Tournament is the main event and offers the chance for competitive play on the Saturday and Sunday. In addition, the Friday mini-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players.

For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

VENUE

The Kiwi Hotel, centrally located in Bournemouth, offers both excellent gaming facilities and reduced accommodation rates (£40 per night for a single room or £33 for a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at www.kiwihotel.co.uk.

For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

COST

Weekend registration for the tournament costs just £15, or just £10 if you register before 1st October. The tournament program listing the weekend's scenarios and events is available from late September to anyone registering in advance.

FURTHER DETAILS / REGISTRATION

Contact Pete Phillipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Telephone (01972) 510 350 (+44 1972 510 350 from outside the UK) or email if@vftt.co.uk.

ON THE CONVENTION TRAIL

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

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

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

OCTOBER ASLOK XXVI

When: 2 – 9 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 2011

When: 27 – 30 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 £40.00 per night, double rooms £33.00 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 before 18 October, £15.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in September.

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

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

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

NOVEMBER Grenadier 2011

When: 10 – 13 November.

Where: "Gästehaus Heimbach", Schulstraße 6, Hergarten. Hergarten is a little town in the German part of the Eifel. It is 10 Km to Züllich 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 €45 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, Hagebüttenweg 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.

2012 MARCH HEROES 2012

When: 8 – 11 March.

Where: Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates are £31.00 per night for a shared room or £34.00 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 1 March, £15.00 thereafter and 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 Phillipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email heroes@vft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.asltourneys.co.uk.

JUNE DOUBLE ONE 2012

When: 22 – 24 June.

Where: Writtle College, Chelmsford, Essex, CM1 3RR. 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 confirmed; for 2011 they started at £30.00 for a single room and breakfast.

Fee: Likely to be the same as 2011; £15.00 if paid before 30 April, £20.00 thereafter.

Format: A two day tournament with two rounds on Saturday and one on Sunday offering a choice of scenarios. A number of mini-tournaments are also planned for Friday, and friendly games will also be available.

Contact: For a booking form contact Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex, CM1 2RD or by email at derek.cox@dsl.pipex.com, or Brendan Clark by email at brendan.clark@virgin.net. Check out the web site at <http://www.doubleone-online.net/1.html> for the latest details.

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.

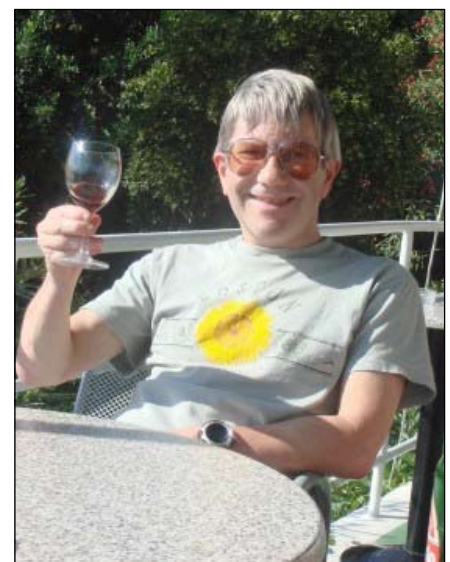
We usually meet on the second Saturday of each month from 10.30am until 5.30pm. LASL's venue is located in the lower ground floor of Starbucks, 32 Fleet Street, London, EC4Y 1AA. It's quiet and has space for up to 20 games.

If you want to come along send your name and contact details to brendan@doubleone-online.net to arrange a game and ensure there are no last minute problems.

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)
Key Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/1999)
Nick Rijke, Aneddia, Cellan, Lampeter, Ceredigion, SA48 8HY (06/09/2010)
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL ()
Emyr Phillipps, 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 http://www.vftt.co.uk/my_account.asp.



Ω

Ω

HEROES 2012

ADVANCED SQUAD LEADER TOURNAMENT

8TH - 11TH MARCH (THURSDAY THROUGH SUNDAY) 2012

HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2012 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday afternoon and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

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

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

THE VENUE

The Hotel Skye is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is just £31 per person per night for a shared room or £34 for a single room per night.

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 2012.

HEROES 2012 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							