

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

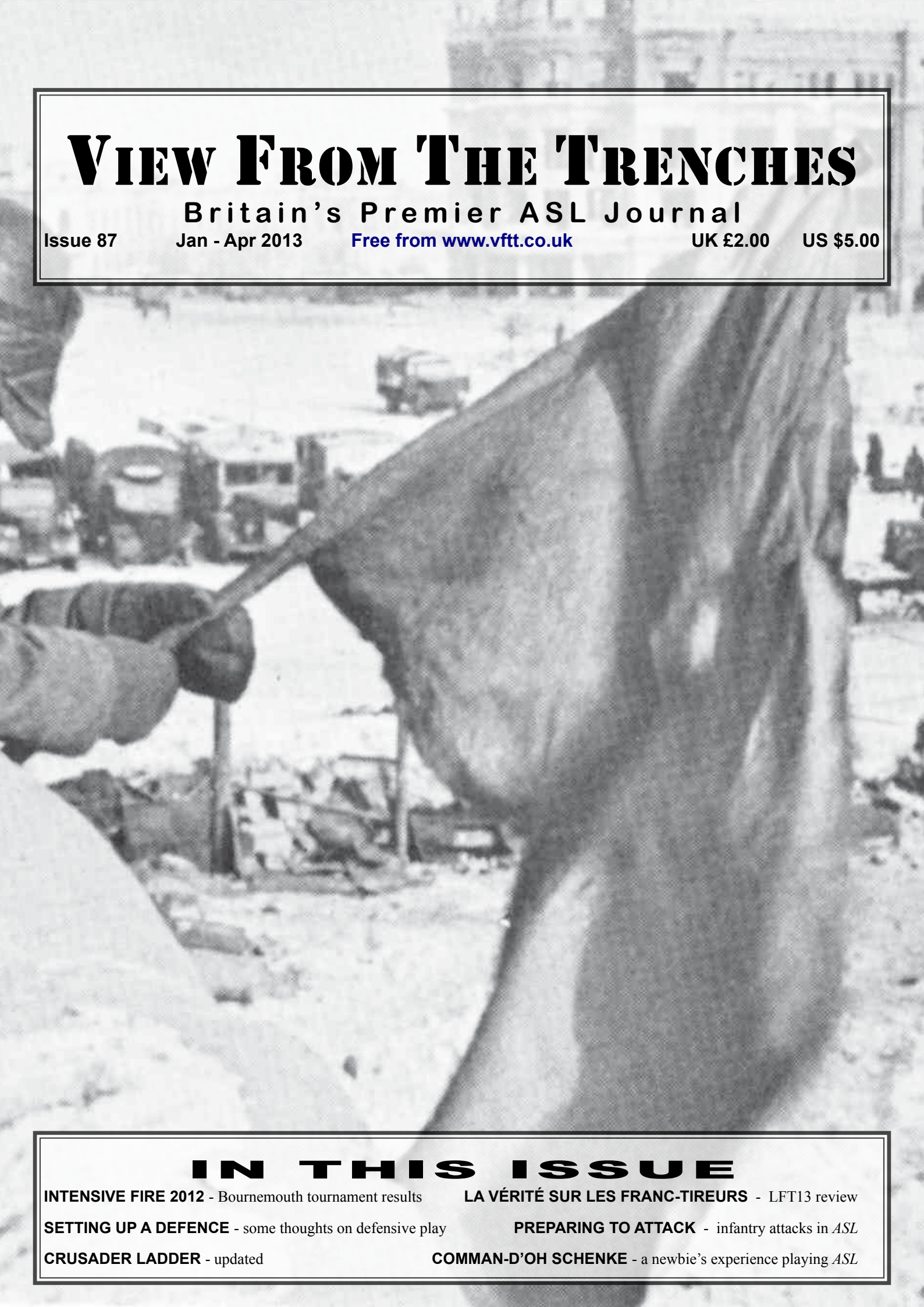
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**COVER:** The Russians fly the flag over Stalingrad, 31 January 1943.

# PREP FIRE

Hello and welcome to the latest issue of VFTT, the first of 2013.

2012 was a bumper year for *ASL*, with over a dozen new products being released. MMP were pretty prolific, what with *Festung Budapest*, *Action Pack 8*, *Winter Offensive Bonus Pack 3*, and *ASL Journal 10*, as were Critical Hit, with several new releases and numerous reprints. There were also releases from Le Franc Tireur (*From the Cellar 7*, and *LFT13*), Sherry Enterprises (*Schwerpunkt 18*, *Rally Point 7*), Lone Canuck (*WinPak 2*, *Ozerekaya Breakout*), the Texas *ASL* Club (*Dos Equis 'XX' Texas Team 20th Anniversary Pack*), and East Side Gamers (*Dezign Pack 8*).

On the personal front, I managed to get in 61 games of *ASL* over the year, the most I've managed in a single year since 1997! Having been playing live *VASL* sessions on a regular basis since late 2011, this wasn't much of a surprise, but what did surprise me was that 33 of those were FTF games! My W-L ratio was pretty average, at 44-56. Mind you, with probably over 150 new scenarios released in all those new products, 61 games a year isn't even close to being enough to keep up with the new releases!

And I also started playing a *Red Barricades* CG, something I've been wanting to do since seeing the *ASL Annual 91* with the Series Replay in it :-)

'Til next issue, roll Low and Prosper.

Pete Phillipps

*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 88 should be out at the beginning of May 2013.

*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

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## 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>.

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**BATTLEQUEST GAMES**, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to [www.battlequestgames.com](http://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

## BEST OF FRIENDS CROSS RIVERS TO THE REICH WHILE WAITING FOR RISING SUN

The New Year has opened with the release of two new scenario packs from MMP. Priced \$16.00, *Best of Friends* features 12 scenarios from the *Friendly Fire* packs, while the \$20.000 *Rivers to the Reich* pack contains the *ASL* version of the final 15 official Squad Leader to be converted. All are west front actions set after August 1944, with the majority draw from *GI: Anvil of Victory, Series 300*, and the *Rogue series*. Among the scenarios from the latter is 'Clearing the Breskins Pocket', the monster CG-esque scenario. Two sheets of overlays, replicating those which originally appeared in *GI: Anvil of Victory*, are also included.

A new *Winter Offensive Bonus Pack* is scheduled to be released at the MMP Winter Offensive tournament in January. Priced \$12.00, with sales benefiting the WWII Foundation (<http://wwiifoundation.org>), it will include mapboard 6, overlay 7, and three new scenarios.

Plans to have *Rising Sun*, the new module combining *Code of Bushido* and *Gung Ho!*, on pre-order by the end of December 2012 fell through, but it is expected to be available early in the New Year. It will include the entire Japanese, Chinese and United States Marine orders of battle, along with a 2nd edition of Chapter G which incorporates the current errata and covers the rules needed to play *ASL* in the Pacific Theatre. The updated Chapter H covers Japanese and Chinese vehicles and ordnance, and landing craft. 32 scenarios are included, combining the original scenarios with 16 out-of-print PTO scenarios from *The General, ASL Annual* and *ASL Journal*. As an additional bonus, it will also include the Gavutu-Tanambogo scenarios and campaign game (Sand and Blood) from the *ASL '93b Annual*, with the map being done as a 17"x22" mapsheet

rather than as a series of overlays, and a set of Chapter Z rules pages. Mapboards 34-39 and 47 are included, in the new *ASLSK* style, along with new overlays with updated art to match the newer board style. As with other MMP modules, both the rules and counters have been redesigned with a larger, more readable font.

With an estimated retail price of \$160.00, the pre-order price is expected to be \$120.00.

## KINDLING POLAND

*Poland in Flames* is a planned 2013 release from Bonding Fire Productions. Over 30 scenarios are currently undergoing playtest, covering actions involving the Poles against both the Germans and the Russians. There are likely to be two DW boards, four regular boards, and possibly some overlays, as well as two or three countersheets containing 1/2" and 5/8" counters. These will include new Guns, Vehicles and SW that are unique to the Poles in 1939, or are generically dealt with in the Allied Minor OB, as well as new Infantry counters to deal with the unique fighting capabilities of the Poles during the campaign. There are also likely to be a number of German and Russian Vehicles and Guns that fought in the campaign that are under represented in the current German and Russian OBs. These will be a complement to the German Vehicles that BFP plan on releasing in a future module covering the remaining Allied Minor nations that fought in 1940 and 1941.

Other projects in the pipeline include *Operation Schmidt*, which covers the battles in the Hurtgen Forest, and as yet un-titled modules covering the battle in the Umurbrogul Mountains on Peleliu and the battles for Corregidor in 1942 and 1945.

## FINAL PAPER BUNKER

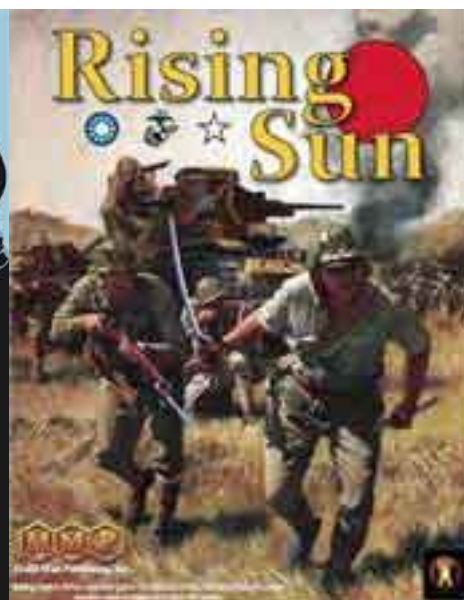
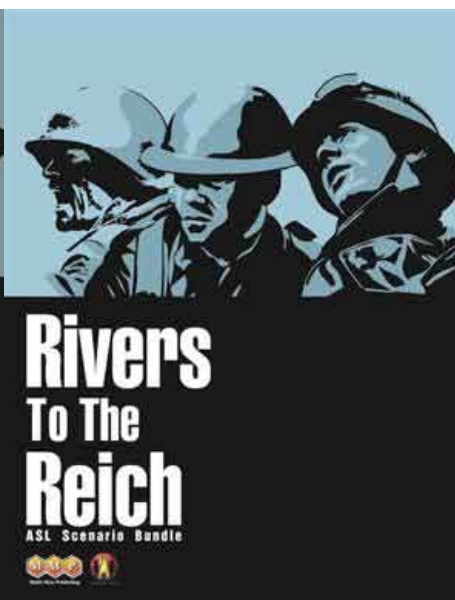
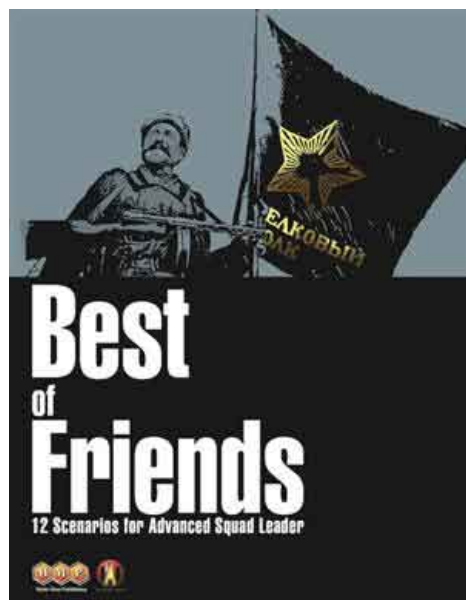
Play-testing of the scenarios for *Dispatches from the Bunker 34*, which is due out at the Nor'easter tournament at the end of March,

are well underway. This is the last issue to be printed – future issues will only be available in PDF format.

'Assyrian Ambush' sees British trained and equipped Iraqi levies try to stop elements of the Iraqi Independent Mechanized Brigade from exiting. 'The Police Station' sees the Japanese 38th Division tries to capture the Police Station in Hong Kong from the Winnipeg Grenadiers, while 'Hunting Gray Wolves' sees a company of NKVD 6-2-8s supported by mixed armour and air support trying to dig out Ukrainian Graywolf Partisans from board 34. The final scenario, 'Defending the Twin Villages', sees Kampfgruppe Muller of the 12th SS Hitler Jugend clashing with the US 2nd Infantry Division defending the approaches to Rocherath-Krinkelt during the Battle of the Bulge.

Four issue subscriptions (starting with the current issue, number 35, which contains four scenarios ('The Gin Drinkers Line', 'The Gateway', 'A Willingness to Die', and 'Les Hommes de Neige')) are available for \$16.00 (\$20.00 outside the USA). A limited quantity of issues 25, 26, 27, 29, 30, 31, 32, 33 and 34 are available for \$4.00 (\$5.00 outside the USA) or \$35.00 (\$45.00 outside the USA) for all of them. A complete set of issues 25-27, 30-34 and a subscription for issues 35-38 is available for \$40.00 (\$50.00 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](mailto:PinkFloydFan1954@aol.com). You can email them at [aslunker@aol.com](mailto:aslunker@aol.com).

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# INTENSIVE FIRE 2012

Craig Benn

## Thursday

First game of the tourney was 'KGS9 Lost in a day' from *Kampfgruppe Scherer* against Pete Phillipps. Pete is the peter pan of *ASL*, a long haired hippy who still refuses to believe the 80's have ended. The years of drinking have started taking their toll but he still looks younger than his years, and is thin in a hobby full of fatties. The only attendee of every UK tournament, and editor of this very magazine, he is the face of British *ASL*. (And when he wears a ManU shirt, the unacceptable face of British *ASL*.)

We'd agreed beforehand to play something moderately large from *KGS* and plumped for this one. I really like *KGS*, the Russian attacker has an interesting challenge – how to cross open ground with no smoke, and often low quality troops and few leaders. You really have to know what you're doing or end up with a pile of disrupted conscripts.

In this one, the Ggermans get 16 squads (4 elite), two 81mm mortars, two 37L anti-tank guns and five leaders (three -1 mods). The Russians get 17 squads at start (2 elite and 6 conscript), four leaders (one -1 mod), two KV-1's, two Matilda II's, a T34 and a 150mm OBA module, but no radio contact until turn three. On turn six (of eight) three 6-2-8's and an 8-1 turn up on the far side of the defense. Although the KV's and Matilda's appear invincible, I'm always amazed by the 37L HEAT to kill number (26!) and the bad guys do get MOL's and ATMM's. The Russians also have to capture most of the map.

I planned on making a flanking push down the policeman's gully with four squads, a T34, and the 7-0 with the radio. The main push would come on the far edge of my entry zone around TT8. Four squads armoured assaulting with the tanks (two squads remaining off map for the time being). I also set up for a human wave with the six conscripts by the shellholes but with no intention of launching it. I'd move everything else first, then disperse the conscripts with assault moves, having hopefully bluffed Pete into keeping some fire in reserve for them.

On the first turn there's a +1 LV hindrance, and my Russians advanced a bit while Pete generally kept concealment. The battle kicked off properly when a German 9-1, 5-4-8 and MMG combo rolled snakes on my KV-1, 4-5-8, 8-0 and DC combo resulting in a 2KIA and a pile of smoking boots. A 37L revealed itself in the same hex as this resistance nest but couldn't find any HEAT rounds. To allow my infantry freedom of movement I overran but without effect, and my KV got turned into a burning wreck in close combat. Sheeeyitt.

Most of the up front Germans (in block 13A) were dummies or half squads, but one particular 2-3-7 just wouldn't die or break. They killed a 4-2-6 in close combat (conscripts CX advancing into rubble) and shrugged off MC's and encirclement. My conscripts basically milled about soaking up fire as I

wasn't going to give -2 shots. Slowly they ELR'd and double broke. It was in fact hard work all round as I didn't have enough infantry in my main push and they were diverting northwards to avoid going into a fire sack.

The only good news was the flanking push through the gully – the T-34 drove through the barricade making a breach, then killing a HS in an overrun. A German 4-6-7 on the bridge FPF'd and broke, and I managed to break a squad of reinforcements. In the main struggle Pete had clearly forgotten about MOL's so I could use my remaining tanks aggressively and when Germans broke get some failure to rout kills. It still looked dicey up until about turn five when the defenders suddenly collapsed, a 37L malfing a side shot on the T34 and the flanking move unhinging the defense. 1-0.

## Friday

Friday was busy. I won games of 'Wintergewitter', 'Bread Factory #2', 'Fiery Finale' and 'Kempf at Melikhovo'. I could describe these games in detail, but they were all fairly comfy wins, and the last two not for points, so I've decided not to.

This decision filled me with some guilt. In fact the spirit of Jim Morrison appeared to me in a dream to plead their case:

Jim: *Dude, it's just not right what you're doing.*

Me: *Oh c'mon, this AAR is long enough. Putting them in would ruin the narrative structure.*

Jim: *Do they mean nothing to you?*

Me: *Well they're like those security guards in Star Trek with the red shirts, or those orcs just before the end of level bosses. You know...a sacrifice for the greater good....*

Jim morphed into the disembodied head of Tim Bunce. No-one should ever have to look at the disembodied head of Tim Bunce.

Tim: *Oy Scouse...you're a nasty little worm of a man.*

Me: *Yeah, yeah...if you can't be bothered playing more than a couple of turns before jibbing it, what do you expect? Gedda frakk outa here Zardoz!*

## Saturday

The tournament proper was four teams of three in each division. My oppo's in the Elite Division were Gerard Burton and Eric Gerstenberg. I felt I knew Eric from the *Banzai* blogs. Although he likes to come over as an OTT Texan who plays in your face *ASL*, there's some skill there. Already he'd beaten Trev Edwards (no mean feat) and won the Eastern Bridges mini-tournament. However there was always the danger of English beer taking its toll and a no-show on the Sunday.

Gerard on the other hand was solid as a rock – if you told him that he had to defend *Red Barricades* without kindling, he'd pick up those 4-2-6's and that is what he'd do. No PMC failures for this guy. I was happy, considering some of the low lives in the other teams...

## Round One

I drew Trev Edwards in the first tourney game. A literally larger than life character, his salt and pepper beard made him look like a frigate captain from *The Cruel Sea*. Trev is about an hour's drive from me so we get to play occasionally – and he wins more than he loses. We ended up with 'Wintergewitter' and both wanted the Russians. Looking at the balance – 6? for the Russians, we decided that wasn't particularly significant so diced for it and I lost. As we were setting up, we realized it's the Germans that get the balance. Was that significant – nah, only an additional 10-2 armour leader! Trev had another elderly moment when he set up one of the boards the wrong way, but eventually we got started.

Seven Russian squads defend the board 12 village, while 3.5 squads of Germans in halftracks try and dig them out, supported by two PzIIIs, a PzIIN and two PzIVF2s. On turn two the Russians get three T-34M43s. The PzIVs and T-34s are fairly evenly matched, but the PzIIIs need APCR(6) or flank shots to compete with the big boys.

The word on the street was that if the T-34's get into the village, it becomes hard to dig them out and the Russians should win. As gullies are wadis, it is possible to send a PzIV to each flank and hit them as they come in. A hull down PzIV which gets the first shots is a

## PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L	D
Wayne Baumber	3	2	1	0
Craig Benn	6	6	0	0
William Binns	6	3	3	0
Nigel Blair	8	4	4	0
Stuart Brant	7	1	6	0
Lee Bray	4	4	0	0
Gerard Burton	3	2	1	0
Nick Carter	5	0	5	0
Paul Case	2	0	2	0
Trevor Edwards	6	4	2	0
Eric Gerstenberg	6	5	1	0
Mat Haas	3	2	1	0
Lee Hyde	5	0	5	0
Hakan Isaksson	7	4	3	0
Tom Jackson	6	5	1	0
Daniel King	3	1	2	0
Indy Lagu	6	4	2	0
Paul Legg	5	1	4	0
Tim Macaire	1	0	1	0
Dominic McGrath	3	2	1	0
Pete Phillipps	5	2	3	0
Ian Pollard	3	1	2	0
Sam Prior	1	1	0	0
David Ramsey	5	2	3	0
Nick Ranson	5	1	4	0
Dave Schofield	2	1	1	0
Andy Smith	4	1	3	0
Simon Staniforth	6	5	1	0
Simon Taylor	4	0	4	0
Chris Walton	5	4	1	0
Miles Wichahn	3	1	2	0

reasonable match for three T-34s, particularly with the armour leaders. Unless of course one rolls a frakkin 12 on their first shot which is what happened to me.

The Russian tankers once they received satellite intelligence that the PzIV's main armament was gone, changed course and stopped right in front of him. These boys were so good they hit my guy twice in Advancing Fire (even though hull down) but didn't penetrate. If I'd fixed the gun in the next Rally Phase it could have been embarrassing but instead the PzIV and 10-2 AL went down in a barrage of shots. Ouch.

In the village the panzergranadiers had debussed and I attacked very aggressively with them. You don't have much time, but you don't have to attack from two directions because there are halftracks to cut the rout paths. I armour assaulted adjacent, VBM'd and generally stormtroopered around. A couple of times, Russian squads dashed across streets when they had to retreat from untenable positions, were pinned in the open, then got overrun and killed. Pretty soon despite a 2:1 advantage in infantry the kulaks were in trouble.

I sent a PzIII forward with the hope of flank shots (Trev turned his T-34s around with BMG shots) and hull down in a wadi (didn't help). However feeling the pressure in the village he sent in one T-34 on its own (the other two had prepped that turn). I sent the PzIIIN at it as a sacrificial lamb which the T-34 killed with an IF shot. This allowed my last two tanks to get shots but without effect so I moved a squad with a 9-2 in. The T-34 survived a round of close combat, and Trev sent his two wingmen in to protect him. His CMG was bust so he tried to drive away but the 9-2 and squad killed him with CC Reaction Fire.

And in trying to rescue him, one of the

other T-34's had moved into a bad position in bypass where Mr 9-2 could advance into CC on the other side of the bypassed building without the T-34 having a LOS. My last PzIII died trying to get a rear shot, but the landsers did the business yet again.

So going into the last turn, it looked a bit grim – one T-34 and one Russian squad with a wounded heroic leader had to be dealt with. My last PzIV would have to come at the Russian tank frontally, but by double-timing my squad/9-2 could just get into CC. I only had one halftrack and one 2-3-8 for the Russian squad.

The T-34 and PzIV fired and Intensive Fired at each other but neither died. My 9-2 and squad had to take a 4-2 from the BMG and a 6 flat from the CMG, pass a PAATC and kill the T-34 on a 6 or less in CC. Not only that but as my last halftrack died from an ATR shot, my 2-3-8 had to advance adjacent to the Russian squad and survive a round of CC. Somehow all of this happened and I got a totally undeserved win. (As I've said before – the best sort). Even better Gerard beat Will Binns and Eric beat Hakan Isaakson in the same round – Go team!

## Round Two

The 'Steel-Eyed Boys' against Andy Smith. Andy's position can best be summarized in ranking points – 10 points higher than his team number two, and 200-300 points behind

all the other team captains who he'd have to play. Attended one tourney in 2011, and one back in 1999. It was just the way the points split worked but I felt some sympathy for the guy – at least to begin with.

As we started he said "be gentle with me" with the sad mournful eyes of a German militiaman defending his homeland in 1945. Yeah right – as it was he would have won if he'd read the VC's properly.

The 'boys' are 14 squads of 6-5-8s with the usual assortment of PSKs, light and medium MGs. Far from being steel eyed, they actually have ELR2 and quality reduce down to 4-4-7s, and the leaders are only 7-0 or 8-0. The Brits get 20 squads, mostly 4-5-7s, decent leadership including a 9-2, two flamethrowers, six Comets and four halftracks. To win the SS have to inflict 20 CVP (personnel only), or have 15VP of Good Order units either on board 10 or exited off the north edge, or hold 15 building hexes on board 10 at game end.

I set up for an all round defence – figuring the SS weren't going to win a foot race with tanks to exit. One building's defenders were fanatic by SSR so I set up all the MGs there without leaders as they wouldn't cover. You get two squads HIP so I set up a couple of PSK traps for the unwary Brit vehicle commander. Digging SS out of stone buildings is tough and I figured I'd aim for the 20 CVP.

It didn't work out that way at all. Andy split up the vehicles evenly on both sides to encircle the German defense but had only token amounts of infantry on the right. His plan was to set up a cordon and slowly squash it in from the left, which he proceeded to do very professionally. I think one vehicle came within panzerfaust range all game but I might have imagined it. Andy was a bit cautious to begin with but growing in confidence the Brits methodically cleaned up.

Mid game I was confident he was going to be just a little bit too slow but as position after position fell got increasingly worried. In the end I just held enough buildings for a win – and only because all board 10 buildings start German controlled. If he'd detached a halftrack with a half squad to get control of some of the buildings at the back...

Still what the hell, another glorious victory and needed too because Gerard had lost to Miles Wiehan at 'Fiery Finale' and Eric had also lost. My team was 4-2, two other teams were 3-3, so all to play for in the last round. I warned my guys that they'd get a 9 mil slug to the back of the head if they failed me again....

## Sunday Round Three

Dominic McGrath is a wily old campaigner who I've described before as tall with the exaggerated features of a Bond villain. I pretty much stand by that, although now that he's gone completely grey, he has a bit of an elder statesman look. (An elder statesman plotting world domination mind.)

For the last round we ended up with 'BB Gun at the Baby Parade', which if nothing else is a pretty cool title. We dived for sides and I

## THE SCENARIOS

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

Scenario	Allied	Axis	Draw
23 Under the Noel Trees	1	0	0
A31 On the Road to Andalsnes	0	1	0
A70 Wintergewitter	5	2	0
AP78 Crossfire	1	1	0
ASLUG12 One-Log Bridge	3	1	0
D1 Guryev's Headquarters	1	2	0
ESG86 BB Gun at the Baby Parade	2	1	0
FrF17 The Marco Polo Bridge Incident	1	0	0
FT KGS9 Lost in a Day	1	0	0
FT152 Avanti!	1	0	0
FT165 Shopino Struggle	1	0	0
FT167 Wasp Sting	0	1	0
J94 Kampf at Melikhovo	0	1	0
KE20 The Steel-Eyed Boys	1	1	0
MLR1 Hana-Saku	0	2	0
MLR11 Only The Beginning	2	0	0
MLR4 Sneek Attack	0	2	0
O1 Go Big or Go Home	4	1	0
OA29 The Amy H	4	2	0
RB3 Bread Factory #2	4	2	0
SP118 Seizing the Sittang Bridge	0	2	0
SP202 Fiery Finale	2	4	0
SP205 Mius Mischief	0	1	0
SP207 Resiste et Mords	1	0	0
SP210 Tea at Three	0	1	0
SP214 Makela's End	1	0	0
TX-1 Beware The Hare	0	1	0
TX-3 Ruined In A Day	1	0	0
TX-5 Rush Hour	0	1	0
WP11 "Chief"	1	0	0
WP15 Burnt, Blue And Grey	0	1	0
<b>TOTALS</b>	<b>69</b>	<b>38</b>	<b>31</b>

## FIRE TEAM PLACINGS

### ELITE DIVISION

POS	TEAM & PLAYERS	PTS	OPPO
<b>1st</b>	<b>Udarnaya Gruppa Benn</b> Craig Benn (3635) Gerard Burton (3265) Eric Gerstenberg (3000)	<b>21</b>	<b>22870</b>
<b>2nd</b>	<b>Task Force Edwards</b> Trevor Edwards (3605) William Binns (3225) Hakan Isaksson (3075)	<b>12</b>	<b>12825</b>
<b>3rd</b>	<b>Kampf Gruppe Smith</b> Andy Smith (3295) Miles Wiehahn (3285) Tom Jackson (3205)	<b>12</b>	<b>12495</b>
<b>4th</b>	<b>Shitai McGrath</b> Dominic McGrath (3425) David Ramsey (3240) Paul Legg (3005)	<b>9</b>	<b>9655</b>

### FIRST DIVISION

POS	TEAM & PLAYERS	PTS	OPPO
<b>1st</b>	<b>Task Force King</b> Daniel King (3000) Chris Walton (2685) Nigel Blair (2540)	<b>18</b>	<b>15975</b>
<b>2nd</b>	<b>Kampf Gruppe Haas</b> Mat Haas (2815) Wayne Baumber (2720) Indy Lagu (2580)	<b>18</b>	<b>16360</b>
<b>3rd</b>	<b>Kampf Gruppe Staniforth</b> Simon Staniforth (2780) Stuart Brant (2675) Nick Carter (2475)	<b>9</b>	<b>8430</b>
<b>4th</b>	<b>Shitai Hyde</b> Lee Hyde (3000) Lee Bray (2770) Nick Ranson (2430)	<b>9</b>	<b>7880</b>

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

Continued on page 21, column 1





# HEROES 2013

## ADVANCED SQUAD LEADER TOURNAMENT

7<sup>TH</sup> - 10<sup>TH</sup> MARCH (THURSDAY THROUGH SUNDAY) 2013

COLWYN HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

### THE EVENT

Following its success in previous years HEROES continues in 2013 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 Colwyn Hotel 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 for a shared room or £34 for a single room.

### THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00, or just £10.00 if you register before the beginning of March 2013.

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## HEROES 2013 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 COLWYN HOTEL) to Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 341 024 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							

# Setting Up a Defence

Tom Huntington

Defensive positioning is arguably the most difficult part of the game. In many scenarios the defender's set up makes or breaks the game. Careful attention must be paid to several critical factors like the placement of weaponry and Fortifications, Victory Conditions, or even your opponent's MFs per turn. As the defender, it reaps rich rewards to pay attention to details. The list below is not intended as the final word on defensive positioning or tactics, but rather as an aid to new players and a reminder to intermediate level players.

## PRIOR TO PLAY

Read the VC carefully. Remember them.

Review the troops. Read the Vehicle and Gun Notes in Chapter H.

Review your opponent's troops. Read the Vehicle and Gun Notes in Chapter H.

Read or review the rules on anything new or complicated (e.g., minefields, wire, DCs, LCs, etc.).

## DURING SETUP

Look for choke points (bridges, woods bottlenecks, roads to cross, etc.).

Look for havens where your leaders can safely rally broken units (building, woods).

Plan to overlap fields of fire.

Look for Fire Lane opportunities.

Remember that Fire Lanes only fire along the same level.

Where possible defend in depth.

One approach to defending in depth is to locate Guns farther back where they won't get overrun early in the game. But placement of Guns is an ART not a science.

Set up in Crest Status (but the opportunity doesn't come up often).

Bore Sight Guns, MMGs, HMGs, and Mortars. [If shooting an MG at Infantry, a Bore Sighted hex gives only the MG a bonus and **only** during your Defensive First Fire (i.e. during MPH).

Beware that PF, PSK, and BAZ suffer

from Backblast in confining terrain.

Take those FREE LOS checks during setup. It's part of the game (cf. Bore Sighting).

Don't forget that you can deploy 10% of the squads at setup. Sometimes it's worth it (but see A9.11).

Be creative in ways that your opponent won't expect it (e.g., HIP placement).

If you have the resources, make a killer stack (EX: three 4-6-7, three MG and a 9-2) with good LOS.

## CONCEALMENT

MAXIMIZE the use of Concealment.

As Scenario Defender, use the "free"

"?" to cover every real unit (EXC: dummies).

As Scenario Defender, use the OB-given

"?" to create pure dummy stacks.

Consider the best use of Concealment.

Are you expecting an attack along one flank? Set up concealed units there and place dummies on the other flank.

Dummies can help make the set up look evenly distributed.

If both sides set up on board, then you may find good spots to gain Concealment by setting up out of LOS.

Guns keep their concealment when firing (on a coloured TH DR <5), but lose it when changing their CA.

Infantry can keep Concealment in OG as long as they don't do anything to lose it. Any TEM or Hindrance for an Open Ground hex will allow retention of Concealment (A10.531).

Remember that dummy stacks **must** set up in Concealment terrain (and that crags and graveyards, among others, are **NOT** Concealment terrain).

## HIDDEN INITIAL PLACEMENT - HIP

HIP units must set up in Concealment terrain.

One tactic is to let the attacker advance past your HIP unit, then pop out and kill

broken units for Failure to Rout. It's tough to pull this off. Know what terrain is Concealment terrain: buildings, woods, brush, grain fields, orchards, etc. It's legal to deploy a HIP squad during set-up, and hide both half squads.

Look for potential surprises. There's nothing like having your HIP units wipe out a tank or big stack.

## GUNS (ATG, INF, ART, big MRT)

Guns are a dream. They set up Emplaced (+2 TEM) and HIP. So why place them in buildings or woods?

Take advantage of HIP placement to position Guns where they may get side shots on attacking AFV. A surprise (not lucky) shot can win the game.

Guns can use Bore Sighting anytime they fire at the right Location (not just against moving targets).

Guns automatically set up HIP if they are in Concealment terrain (unless specified by SSR).

Guns lose their Concealment if they change CA, or if the coloured die is >4 on their TH DR.

Always check the Gun notes in Chapter H. They might surprise you (e.g., German Gun Note A).

Don't forget that a Gun's Area Fire affects every Location within the hex in which that GUN has LOS.

## DEFENDING VEHICLES

They're not just big targets. Integrate them into the defence. Plan their use.

AFVs set up like mobile Guns (except not HIP, and not Emplaced).

AFVs can set up Concealed in Concealment terrain.

Defending AFVs can't setup in Motion unless by SSR (A2.9).

AFVs can setup in Bog terrain (woods or buildings, for example) without consequences (unless changing VCA) (A2.9).

AFVs can set up HD behind walls, or make HD checks on the edges of hill levels (D4.221).

Note that HD status gives minor protection to un-armoured AFVs (IFT, A7.308).

Always check the Vehicle notes in Chapter H. They might surprise you (e.g., German Vehicle Note F).

An AFV may be able to move away when threatened (Motion Attempt, D2.401), but Forward or Reverse Movement must be declared. It pays to retreat to continue the fight.

SMOKE (sD, sM, sN, sP, s) can and should be used defensively. It's very effective at neutralizing a kill stack, or covering a retreat.

AFVs make great cover for retreating infantry and can even provide TEM for safe routing.



Bulgarian troops prepare defensive positions against Russian attack.



# PREPARING TO ATTACK

Mike Barton

*This is taken from a post at <http://www.boardgamegeek.com/thread/94261/infantry-on-the-attack-in-asl> by Mike – Pete.*

Ok, so you have set out to be the scenario attacker. Now what? First, size up what you are attacking.

## WHAT IS THE DEFENCE?

1. Does the enemy have a cordon (thin line) defence with few reserves or does he have a defence in depth?

A cordon defence can be ‘blitzed’ while a defence in depth should be worn down. Rarely in *ASL* does the defender have the force necessary to defend in depth everywhere. If he does get ready for a dice fest.

2. Are the defending forces concentrated or scattered? If they are scattered then assume that one of your objectives is to KEEP THEM SCATTERED. Scattered forces are less effective. Pieces can be cut off and surrounded, fire groups are smaller, leaders are less able to cover for each other. To this effect, move quickly into terrain from which you can cover open ground in-between the scattered enemy forces. Consider double-timing to get there – yep, it’s that important. Don’t forget double-timing infantry can move 10 hexes in a turn (6 for infantry with a leader +2 for double time +1 for road bonus +1 in the Advance Phase).

3. What is being defended? Is the enemy holding a line (preventing the exit of your squads) or are they holding a piece of ground? If they are holding a line, attack the weakest point of the line – usually a flank. Flanks are better because they are usually farthest away from at least some of the enemy’s pieces. Centre portions of the line tend to be the defender’s focal point and are the hardest to defend once gained. The thought process for breaching a line is to take both sides of a road that runs right through the enemy position, prevent the enemy from being able to fire onto the road, then move the rear guard up to the front (on the road) every turn like a slinking worm. The enemy will continually try to block the road and flank the road-users, but the road should allow you to move past them. A corridor of open ground is almost as good as a road.

If you are taking a hilltop or a building the correct approach, given time, is to surround the objective, break the occupants and move in, then defend. Occupy the objective with a minimal force. Use the bulk of your force to surround and defend the objective.

## HOW DO I ALLOCATE FIRE?

SPREAD OUT UNLESS THERE IS NO OTHER CHOICE

The IDEAL attack position is to suddenly appear in a very long line, take some defensive fire and then blast the objective either with one giant overwhelming attack or with many low FP attacks. 24-36 is great and decisive FP, 8-20 can fail, so you may want to break it up into many many 4s. It works. All it takes is one snake or 2-3 morale checks and you win.

If the terrain you occupy does not allow for a long line approach, consider waiting until you can flank or surround the focal point.

If THAT cannot be done, then you may have no choice but to stack. Understand that this amounts to a gamble, a last resort, not really a good plan. It may even be advantageous to position in 0 TEM terrain to preserve the line, rather than stacking. Even if the unit in the 0 TEM terrain takes fire, it is better than your ‘kill stack’ suffering a heavy duty morale check. Shooting at a stack of units is a freebie. Nothing bad can happen when you shoot an enemy stack. One good result and the attack is over. Don’t give the defender an obvious target, like a stack or like infantry moving in the open. **The measure of skill is moving lots of troops into firing position without stacking or taking heavy casualties.** Remember to leave routing routes for your broken units. Don’t allow yourself to become surrounded.

## THE CLOSE COMBAT GAMBLE

Do I initiate close combat? Yes if you have a decisive advantage. Otherwise it is gambling.

Decisive advantages. You outnumber him 3 to 1 or the enemy is green/conscript, leaderless or exhausted, or you are American Paratroops (7-4-7) or German Pioneers (8-3-8)!!

If the enemy is leaderless, then CC only evens things up for HIM since if you break his units they are out of it.

You may also need to try CC if you are running out of time, but again, this is gambling.

## THE ATTACK ASSESSMENT

Here is the situation assessment for an attacking plan, from worst to best:

### Worst

Frontal assault over open ground ending in close combat. World War I approach – not nice. Expect massive casualties even if it actually works. Last possible resort.

### Bad

Piling all your units into one or two stacks in woods – it’s gambling because you

give the enemy nice juicy targets and a reason to live! It’s gambling. It might work, it might not.

### Kinda Bad

A long line of un-stacked units in woods and open ground – not much cover but still better than stacking! I find this has a better percentage than the above.

### Adequate

A long line of units in buildings and woods. Usually works against a defended point.

### Better

A long line of units in buildings. Usually wins.

### Even better

A long line of units in buildings OUT of the NORMAL RANGE of the enemy but IN YOUR NORMAL RANGE – this is so compelling that a smart enemy will withdraw before this can be arranged.

### Best

You can kill them but they can’t kill you!! If you get one of these then your opponent totally missed something. If you have long range weapons and your enemy does not, then look for these kinds of mistakes in his defence. Give him a free lesson in setup!!

## CONCLUSION

I am certain that if you play enough you will eventually arrive at these same conclusions. I also know people who might disagree about stacking units. Stacks sometimes do work, but I find more consistent results with dispersion. This does not apply to the Russians who sometimes have enough units to stack three high in a long line. You pretty much need long range advantage or armour to beat that!

The key is almost always denying open ground to the enemy. Lack of mobility means lack of options.

I hope this primes you!

Ω



*Soviet soldiers on the attack in Jelgava, Latvia, in August 1944.*

# Comman-D'OH Schenke

Joss Attridge

The sun beaten down on the weathered, frowning face of Lieutenant Commander Schenke as he surveyed the rapidly disintegrating townscape of Liepaja. Beside him stood the two commanders of his small force. Captain Praxa of the Navy was tall, calm and competent and something of a practical joker. He had earned plaudits for his actions during the invasion of Poland. Beside him stood the somewhat corpulent face of Captain Konig. Schenke sighed inwardly as Konig threw his second 'Nazi' salute of the last two minutes in response to what appeared to be some inward glee before barking out "The Russian swine will never be able to stand against the will of the master race. We shall crush them and then annihilate them"

As he spoke Schenke could not help feeling that he resembled an excitable overfed pig. The infantry commander responsible for the assault on Liepaja had obviously not provided him with one of his 'best' men. But never judge a book by its cover even if this cover could grace 'Porcine Thugs Monthly'

"Surely if we crush them then there would be nothing left to annihilate?" Praxa interjected smoothly. Konig blanched looked over and gesticulated furiously

"Do not doubt the power of National

Socialism!"

"Oh I don't doubt the power my friend but the intelligence isn't always there now is it?"

"You Navy types think you are so superior well you will learn that even their Father Christmas will not be able to save these Slavs"

"Father Christmas' lives in Lapland you imbecile not Latvia"

"You DARE to lecture me on"

"Shut up both of you", Schenke

interjected foreseeing the argument degenerating towards politics, which he disliked, or fairy tale characters which would just be weird. "I will not have your petty rivalries affecting MY plan. You will work together and work together well. Look "- he pointed forward to where Russian units could be seen, perhaps, well something could be seen and it was wearing brown so would do.

"Scouts indicate that the Russians are attempting to defend both the outside zone and their little fortress. This will weaken them allowing us to defeat them in detail. THAT is un-intelligence ", he looked slightly at Praxa in a silent reprimand at his successfully antagonizing Konig. He needed Praxa and relied on him to cope with unexpected problems within the assault plan. Konig was an unknown quantity though not one in which he wished to take a chance on. Still

it would not do to upset the army too much at this point as he needed them to distract fire from his marines. He looked back at the town and scowled. Once the Russians lost their fortified bolt hole then they would get no mercy from the Army of the North and probably no mercy from the native Latvians who still smarted from the communist invasion of the previous year. That would seal the victory and allow the Army Group to Sweep North towards Leningrad, their primary target.

"You both have your orders. Carry them out"

As a newbie I feel my ramblings will have little use to anyone except the editor in perhaps filling up a strange L shaped section of the magazine which might otherwise have required a random picture of 'tank porn' inserted. So for those fool-hardy enough to continue, what follows is my account of one of my first games played over Skype. The first section (containing the plan) was written before the game, which is good as otherwise it would have been a useless plan. It is then followed by a rambling description of the game itself.

I was provided with my opponent's starting setup well in advance of the game. This allowed me the luxury to make many misguided assumptions about the Russian setup and how it would influence my plan.

So to follow a structure that may be recognizable to some of you out there here is my original analysis of the scenario and setups...

## Situation Enemy Forces

The Russian forces are of equivalent quantity but not equal in quality. Both in their range and in the amount of support material they are badly lacking. Command and Control appears weak with the officer cadre appearing generally poor. Due to the politburo (translation the SSRs) the Russian commander also appears to have split his forces thus weakening his strength across the board until post-combat operation actions could re-unite them. The Russians main advantage is time and the use of concealment to prevent and delay the German advance.

After the initial scout report was returned (translation: I was provided with his initial set up), more specific thoughts are as follows... Firstly he had not concealed some of the units in the target building. This was probably so he could utilize the counters more heavily for deception outside of the building and once the game had started use the standard concealment rules to cover those units in game. There would then be no guarantee that the heavy stacking there would remain where it currently is.



The Soviet set-up.

Next the MMG, an LMG (and hence owning units) and his two officers were on display in the target building, neither a commissar so less chance of fanatics but equally less chance of the Russians massacring their own troops. Secondly he had stacked heavily around the most obvious screened entrance points to the building (at squares V4 and V5) but left the rest of the building unoccupied. Allowing I could move fast enough this could allow me to attempt to move towards the rear of the building forcing him to adjust his defensive structure to compensate thus weakening the defence across the board allowing me to punch through.

It looked like an obvious fire lane had been setup up at R7 which would presumably utilize one of the remaining machine guns. The supporting unit close behind made little sense unless it was an attempt to keep that fire lane in place or to run some units into the building at the end to deny my victory conditions.

I did not believe in the forward defensive line at all. They were far too exposed and without support. Therefore I concluded that they were dummies attempting to make me stop and shoot and thus delay before hitting the more serious second line defences. Plus the Russian only had around six 4-4-7s that had not already been setup and were visible. The likelihood was the intention was to fall back to the primary building delaying me with my own prep fires.

Looking at the map I could also see an obvious aggressive fire support location at building O2. This could attack the defenders in the Russian second line at T2 and perhaps U3 well before the moving units could get there. Considering the range of the German first line units I could also shoot with little potential fear of Russian return fire.

My guess on the Russian setup was therefore that he was pretending to hold the first line, holding the second line in some force and attempting to defend the northward end of the target building. Therefore he was hoping that I would not have enough time to threaten the rear of the building.

## Situation Friendly Forces

First up I generated my own 'real-life' Order Of Battle. So we have the following

505 Infantry Regiment/291 Division  
1st Platoon/1Coy  
2nd Platoon/1Coy  
3rd Platoon/1Coy

530 Naval Storm Battalion  
1st Platoon/3 Coy  
2nd Platoon/3 Coy

With around 3 MMCs per platoon therefore the 505th had a company at full

strength and the naval forces a couple of slightly under strength platoons.

I had plenty of support weapons and a decent officer cadre. No more forces could be expected but careful utilization of what I do have should suffice to obtain my objectives. Since the Naval formation was comprised of assault engineers smoke would be plentiful and should be very useful.

## Mission

The target was control of a very large fortified building. Annihilating the Russian defenders was one way to fulfil my aim but not necessarily the best way. Even once in a building time would be required to clear it out so the plan would need to take this into account.

The approach to the target is essentially across three roads. The first is right by the start line so can be dominated by German forces. The second and third should provide an increasing challenge in moving past them. The target building itself is so large that there could be opportunities to move to the rear and enter unprotected areas. There are two wooden buildings immediately next to it that could provide some cover when initiating any assault but there is the possibility of the Russian deliberately burning them down to prevent access and create better fire opportunities. (Well I would do so [NOTE the SSR's exclude this and I did not notice this till after the game had started]). If this should occur then stone buildings across the street should provide more secure jumping off points. Spreading the defenders to prevent massed defensive fire could prove useful.

There appeared no reason to setup in

depth. Lack of time would be the biggest problem and that could be obviated by aggressively pushing to both provide leeway in case of problems and to prevent the Russian opposition from contracting into a more coherent whole.

## Execution

With all this I could now work on my plan. First up I wanted to take advantage of the range from O2. A platoon with both the heavy support weapons (HMG and MMG) plus the best officer from the 505th (Lt Freitag) would form a large fire group (I can almost hear the heavy intakes of breath now) at N2 It would advance to O2 and start harassing the Russian formations on the left flank before the primary assault force even got close.

Another platoon of the 505th would be tasked with subduing the presumed machine gun nest at R7 and protecting the flank of my forces. Preventing any units from falling back on the main building would be a secondary task should the first succeed. They would be joined with a section of the 2nd platoon 530th under the best officer (Cpt Praxa) to better allow them to dominate any Russian opposition on the right flank mainly because there was a slight chance of the majority of the six missing units being there and the right flank would need to be strong enough to cope.

The remaining platoon of the 505th and the majority of the 530th would be assaulting straight up the centre. There would be no hanging about prep firing the first line but smoke and immediate assault. The flamethrowers would form a small mobile reserve in the hands of the 530th to both function as a small reserve and to retain them for the assault on the primary



The German set-up.

objective. The remaining leaders would follow closely behind the primary assault force to rally any troops falling back (Sgt Schurtz and Cpl Rae).

Due to the nature of the scenario my German forces should be strong enough to basically form a fist around the Russians and attack in all directions squeezing the Russians back. If the Russian was defending in force in the outlying buildings then my superior firepower and weaponry should deal with the similarity in numbers but in this case his forces were (at least initially) split and the attraction of the +4 TEM fortified building was undeniable. The politburo [SSRs] obviously was preventing the Russian commander from leaving all his forces in the fortified building which meant that he would have to attempt to contract his ring of defence building up forces in the target building at the last moment, this attempt to protect all the 'sacred' land of Mother Russia could be used against him. If I could prevent this then I would have a good opportunity to win. Allowing for the strength/weakness of the Russian defence the flanking forces could either A) Sweep around and enter the target building from the rear thus causing the Russian to weaken the forward defence or B) Provide fire support/assaulting forces to take pressure of the primary assault force moving up the centre. Once there the flamethrowers would be my primary assault tool with the Demolition Charges as an emergency backup. Once inside the fortified building I could use its own defensive bonus against the Russian and storm and mop my way through.

The plan would have to be adjusted as circumstances demanded and the final building assault could be drastically different from the initial plan depending on forces remaining and locations at that point. My only major worry was the Russian left flank force. I would have to watch out for the Russians attempting to run from an outside building into the fortified target in the last turn thus preventing victory conditions. Therefore the two flanking forces would have to be on 'watch' if either of the opposing Russian flank formations were hovering outside.

I could do little concerning the Russian sniper menace but for me own would place my sniper close to the rear of the target building. Any damage he could do there could both expose hidden units and weaken the ultimate target. The forces outside 'should' be easily containable by the forces I had available.

So that was the plan. Whether I could carry out would remain to be seen. My playing objectives were to utilize Smoke correctly and 'dash' as and when I could to reduce cross fire along those three roads. I would also set myself the easy target of only prep firing the two flanking platoons. Everyone else would assault fire/move to keep the momentum moving forwards. If I could get experience of that then the game



*The units in Q8 and Q7 are about to run forward drawing the Russian defensive fire, allowing the units in the U3 building to get their more powerful firepower in play. The Russians have already spread out over the upper floor apart from the pinned 2 x 4-4-7 + HMG in W4 and a broken officer and unit in Y4 which is about to start burning soon enough.*

was a winner even if I eventually lost.

## The Action

The start of the action occurred much as expected. The central assault force rolled forward covered by copious amounts of smoke and found the enemy front line to consist of dummies. Meanwhile the flanking forces both proved ineffective, but such are the risks in trusting to large kill stacks. The left merely managed to expose some of the hidden units whereas the right forced a morale check which the Russians passed with a double one initiating the German sniper who promptly executed their 8-0 officer in the fortress having been placed right at the rear of the building.

As the line crept forward more of the Russian line was revealed and the unit in S7 turned out not to contain the light machine gun which was situated in S9 instead.

*Schenke ducked down as a stream of bullets pattered on the wall above him. The Nazi Konig for all his weaknesses had taken his command efficiently enough forward and he could be seen exhorting his men to advance further. He appeared impervious to bullets. On the left Schenke saw Freitag gesturing to his men to break cover and take an aggressive fire position but as he ran forward with a team carrying the heavy machine gun a spray of long distance gun fire cut them down. The lieutenant, injured, dragged himself into a neighbouring building while the squad ran off. Another fire team followed in behind.*

At this point the flanks attempted to aggressively advance forward. The left (taking advantage of the Russian 4-4-7 in S7 having already Ffirst Fired tried to sneak into the building at the end of the road but took a very low roll 2 on the firepower table which managed to wound the officer and break and casualty reduce the 4-6-7 with the heavy machine gun due to a 12 morale check. The remaining Russians throughout

this were steadily retreating back to the fortified building.

On the right flank more ineffective shots occurred and the Russians were tempted to stay longer to try and deny the movement forward. This turned out to change things as they firstly shot and killed the light machine gun group followed by advancing in two groups into the open right in front of the 4-6-7 in S7. Next turn the Russian decided to prep shoot the 2 4-6-7s without the officer (as the officer's high morale and bonus may cause the shot to be ineffective) but rolled so badly that both units were unharmed. The Defensive Fire Phase saw the defender casualty reduced and broken and then destroyed through No Quarter as the centre had moved far enough forward to deny rout routes.

At that German fortunes started to improve. On the left flank the reduced kill stack managed to destroy one of the Russian 5-2-7s which had attempted to leave the shelter of the fortified building and move into one of the wooden ones in V4 leaving behind a light machine gun. During this in the centre the primary assault force had split into two forces. The central one with demolition charges was now waiting to cross the gap to the wooden v4 building and to draw fire whereas the other group with the two flamethrowers was moving to the stone building to the left of the fortified target.

The approaches to the building were now clear and the Russians attempt to remain on their left flank could have cost them dearly. The Germans at this point swarmed everyone forward. The 4-6-7s of the right flank CX'd and advanced to the wooden buildings drawing a lot of defensive fire. One was broken then the other pinned but turned berserk. This was followed by the 10-2 and the other 4-6-7 with the light machine gun, Final Protective Fire pinned the officer and broke the 4-6-7. Though this

effectively broke down the right flank force it allowed the centre force to advance almost unopposed.

Firstly an 8-3-8 under cover of smoke advanced to W3 and managed to place a DC on the pinned stack of two Russian units + HMG in W4, these units attempted to Final Protective Fire but failed the morale check, broke their HMG and demoralised the stack - the resultant Demolition Charge attack was ineffectual. The flamethrowers then separated and swept in the undefended east end of the building at X2 and X3 placing a couple of broken units under dm. In the following Advancing Fire Phase one flamethrower destroyed the two units broken in the back in Y4 but set a flame whereas the other did little of note.

Once inside the building the Germans rapidly formed kill groups and attempted to flow up the floors. Not all went the Germans way. One flamethrower was first broken whilst attempting to enter X4 then rallied and the next shot ran out of fuel, not before demoralising a further Russian though. The other flamethrower with the officer went to the top floor and on receiving fire promptly also went berserk persuading the 3-3-8 with the last (non-broken controlled) DC to do the same. The Germans now had three units berserk and unable to advance to combat due to the fortified building.

*The building echoed to the sound of gunfire. Schenke stomped in coughing as he smelt the smoke from a fire that the flammers had started. Up ahead Sgt Schurtz could be seen foaming at the mouth and attempting to physically pull down the fortifications with his bare hands whilst screaming insults. "Use the bloody flamer!", Schenke ordered as he passed the wide eyed trem-*

*bling soldiers, a few dead Russians on the floor showed by their wounds fighting was becoming vicious.*

*Close by Captain Praxa was efficiently organising two sections of his own company along with some infantry from his flanking force. "Watch out for" he started saying as the wall exploded and gunfire shot through a new hole. Two less responsive infantry to the warning fell back screaming as a burly storm trooper calmed matters with what appeared to be a non-issue personal shotgun. A grenade followed and after the heavy 'clump' and back blast had died down Praxa signalled three marines to move in. This they did firing short bursts from their sub machine guns. Praxa grinned cheerfully and waved to Schenke as he moved his squad onwards.*

The fire now continued to spread but without affecting things too much. The main problem for the Russians was that the Germans having entered most ground floor hexes had blocked all the rout routes so anyone who became demoralised would get erased for failure to rout. After a few newbie mistakes on my part (first turn in the building I decided not to prep anyone so I could assault then realised I could not assault due to fortified building rules so that was a waste of a turn) and I also forgot the berserk units could shoot in the Advancing Fire Phase. This was important as it allowed the flamethrower to shoot plus I could have thrown the DC rather than stand around doing nothing (as they did for two turns).

Fortunately I had managed to get together a further kill stack of two 8-3-8s, a 4-6-7 and the 10-2 officer and this unit with its base 36 column +2 shot managed to steadily wear down the remaining Russians along with a change in my dice luck with no less than three double ones in the last two

turns. The last Russian unit was demoralised and destroyed in the last turn with possible the last but one shot that could have taken him out.

It was a good close game and I had managed to achieve some of my aims (use of smoke, minimal prepping, using the 4-6-7s to draw fire from the more useful combat engineers with their gear) but at the same time failed with others (bad organisation once the assault went in, bad rally routes plus a complete failure to self-rally anyone). The Russians had gone for a spread out defence of the upper floor of the building which took the game to the last turn. The scenario is biased slightly towards the Germans as I feel you need a lot more skill to win with the Russians due to the disparity in the force and gear levels and the fact the Russian is forced to split their force allowing them to be potentially defeated in detail.

*Schenke stomped through the gutted remains of the Russians last bastion. Scattered corpses lay where the Russians had died where they had fought. Very few prisoners had been taken. A few members of the infantry seemed to be industriously searching the corpses for identification. Schenke suspected for loot but after the fight they had just had he was not in the mood for strict military discipline. He turned and left the room before he would be forced to officially act. For the moment at least the German armies victorious advance could continue.*

Ω

## All Along The Dicletower...

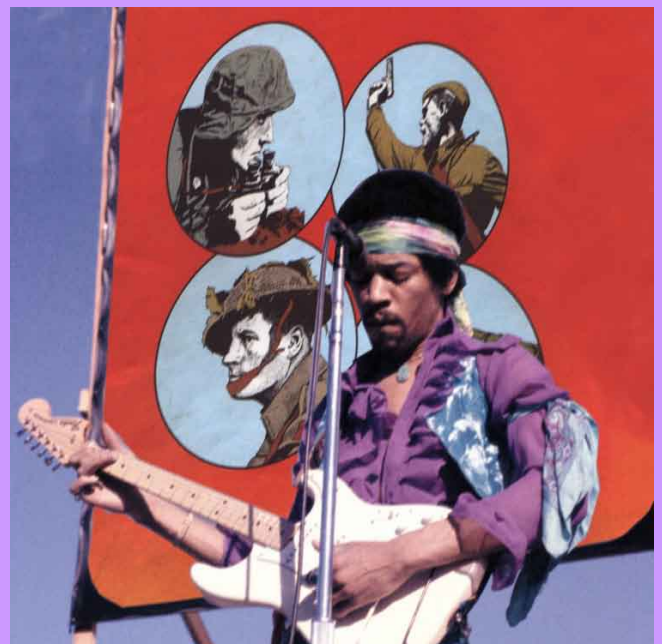
Trev Edwards and Jimi Hendrix

"There must be some kind of rule for this,"  
Said the grog to the noob,  
"There's too much errata,  
I can't get no relief.  
Visiting players borrow my stuff,  
The thirsty drink my grain  
No NMCs passed on my line, nobody offered rules advice, hey"

"No reason to get excited,"  
The TD, he kindly spoke  
"There are many here among us  
Who feel the ASLRB is but a joke  
But you and I, we've been through that  
And this is still our game  
So let us not rule falsely now, the turn is getting late"

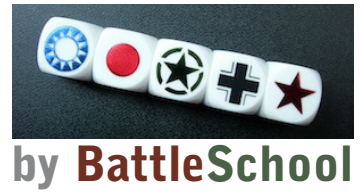
All along the dicetower  
LOS thread kept the view  
While all the scenarios came and went  
Weary players, too

Onboard in the cold distance  
An M18 hellcat did growl  
Two PRC units were approaching  
And the wind began to increase in force following a 2 wind DR





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# LE FRANC-TIREUR

## La Vérité sur les Franc-tireurs

Chief Inspector Chris 'Clouseaux' Doary

The term *franc-tireur* can be traced to the time of the French Revolution. It is rooted in the Medieval Latin expression for a freeman, namely a Franc (from the Germanic Franks). The French verb *tirer* literally means to pull, but in many contexts also means to fire or shoot. *Tirer* is often used idiomatically, as in *tirer à blanc*, to shoot blanks, or *tirer la jambe*, to drag one's feet—not, as one might expect, to pull one's leg. Unlike *tirailleurs* (skirmishers or sharpshooters), who fought as part of the former Napoleonic army, *francs-tireurs* did not wear military uniforms and usually operated in small groups independent of the army.

"Free shooters" came to prominence during the Franco-Prussian War (1870-71) when they waged a protracted guerrilla campaign in the Vosges, a region in northeast France. According to international customs of the time, the conquering armies promptly executed captured *francs-tireurs* (according to established international conventions of the time, *francs-tireurs* were considered unlawful combatants and subject to summary execution without trial. This convention remained in force until 1949.) However, summary executions failed to deter the irregulars. In desperation, the occupiers resorted to reprisals against the local civilian populace. This pattern would repeat itself during the Second World War, albeit with a twist. By 1943, French irregulars were fighting not only the German occupation force, but also the paramilitary *Milice*. The *État Français*, or Vichy France, as the collaborative French State is commonly known, raised this force in order to combat a rise in a partisan activity. However, the measure failed to reassure the Germans that the Vichy government was capable of keeping southern France secure.

After the Fall of France in 1940, and the establishment of Vichy France, small resistance groups began to form throughout France. Most groups were formed around a specific political faction. The *Francs-Tireurs et Partisans* (FTP), for example, was a communist organization that became operationally active only after Germany invaded the Soviet Union in June 1941. Another group of Leftists in Lyons formed *France Liberté* in November 1940. In December 1941, the group adopted the

title *Franc-Tireur*, and began publishing an underground newspaper of the same name. The paper had run to 37 issues by the time Paris was liberated in August 1944. Alas, the paper trail ends here, only to emerge almost 50 years later, not in Lyons, but in Paris.

### Tactiques Ludiques

In 1991 a shadowy group known as *Le Cercle de stratégie* (The Circle of Strategy) began publishing a gazette in Paris. The exact purpose of *Tactiques* remains unclear. The publication appears to have been used to disseminate information of a military, rather than a political nature. Indeed, some have suggested that it was a training manual for junior leaders. For example, a copy of *Tactiques 8* published in 1995, and subsequently obtained by Interpol, includes an overview of urban combat tactics practiced by Soviet forces in Berlin in 1945.

From what I have been able to uncover, the principal agitator of *Le Cercle* was Moroccan-born Théophile Monnier. Members addressed him as "Monsieur M," or simply "M." With roots in Casablanca, it is unclear how strong Monnier's ties were to dissident groups in North Africa. But as with so many of these supposed, freethinking radicals, Monnier left to form his own splinter faction in 1995.

With Monnier's departure, the group's operation's officer Jean-Luc Béchenec took control. The change of leadership alarmed members of France's counterintelligence community. Such changes frequently heralded a shift toward a more extremist position. Was Dr. Béchenec the architect of some new scheme to undermine the Fifth Republic? Was his unexpected rise a reaction to the appointment of Jacques Chirac as President, and Chirac's tough stance on terrorism? We may never know.

At some point Béchenec's clique began calling itself *l'Association des Stratèges Ludiques*, or more informally, *des fanatiques d'ASL*. Bemused intelligence officers were at a loss to explain the rationale behind the new moniker. Was the "Association of Recreational Strategists" poking fun at France's intelligence

agencies? Or was it a ruse? It may well have been a bit of both. The threat was nevertheless short-lived. Unlike the charismatic Monnier, Dr. Béchenec—a suspected academic—was unable to keep his co-conspirators motivated. *Tactiques* ceased publication in December 1995, and the *l'Association des Stratèges Ludiques* dissolved.

### The X-Factor

Better informed readers already know the truth. *Des fanatiques d'ASL* did not so much dissolve as reorganize. Indeed, only nine months later a not-so new group gave birth to a not-so new underground publication entitled, interestingly enough, *Le Franc Tireur*. The *propagandiste en chef* Laurent "Hulk" Closier had heretofore been unknown to French security services. Further inquiries confirmed that he had been recruited by *l'ASL* shortly before the organization was removed from the Interpol watch list due to inactivity.

When authorities dug deeper they found that *Le Franc Tireur* was being funded by a former member of *l'ASL*, the enigmatic Laurent Forest. Other known associates included Philippe Naud (circa 1992) and notorious zealot Jean Devaux. In 1998, Naud and Devaux published a call to arms in Théophile Monnier's by now popular *Vae Victis* (woe to the vanquished) of the underground press. Roughly translated, the title of their manifesto read, "Start (join?) *ASL*: Do not fear the monster anymore!" Clearly, *l'ASL* continued to be an active force three years after the demise of *Tactiques*. Less clear is who the monster was that Naud and Devaux were referring to at the time. The manifesto nevertheless had some impact on a fringe element of French society. Bourgeois youth were particularly susceptible to the charms of these snake-oil salesmen. But as fascinating as these characters may be from a sociological standpoint, Closier and his fellow subversives failed to achieve the critical mass necessary to launch a nationwide uprising.

All this would change with the appearance of a mysterious individual known, fittingly enough, as "X." There

remains some debate among academics regarding the political goals of *Le Franc Tireur* since the arrival of X. However, all the evidence suggests that the turn of the century marked a transformation in both the size and scope of the organization. Until this time, *Le Franc Tireur* had a primarily internal focus. Closier had published all of the group's literature in French. But with the changing of the guard, came another change, and an ambitious one at that. Under X, the group began to distribute its propaganda materials in English. The first steps were tentative. They began by producing full-colour "training scenarios," complete with cartographic supplements, in English. By 2007, the group was publishing virtually all of its agitprop in English. This timely stratagem gave *Le Franc Tireur* access to a global audience of disaffected *hommes entre deux âges*—those caught betwixt the ages, as it were.

## Hexagon Heaven

If you have read this far, I must assume one of two things. Either you are really bored at work. Or you are using a universal translator, which somehow has made my half-truths vaguely plausible. There was, and is, a French publication called *Le Franc Tireur*. The underground newspaper in Lyons was concerned with the serious business of war in occupied France. The magazine that began in Paris half a century later has a different agenda. It is concerned with the serious business of converting every square kilometre of France (and beyond) to a hexagon grid. The newer agenda is not as odd as it may seem. Metropolitan France—that part of the Fifth Republic within 700 kilometres of Point Zero—is known colloquially as *l'Hexagone* due to its six-sided shape. Perhaps this explains the Gallic fascination with hexagon-based board games in general, and *Advanced Squad Leader (ASL)* in particular.



As I hinted earlier, *Le Franc Tireur (LFT)* was the brainchild of Laurent Closier. In 1996, the first issue of *LFT* followed, if not in the footsteps, then certainly on the heels of the dissolution of *Tactiques*. The first two issues of *Le Franc Tireur* ran to 28 pages, and included

four scenarios each. The third issue added another dozen pages, but kept to a modest quartet of scenarios (English versions of the scenarios published in *LFT 1* through *LFT 3* were later made available as free PDFs on the *View From The Trenches*.)

The fourth (and last) issue of *LFT l'original* was essentially a vehicle for Laurent Cunin's group of ten scenarios set in Provence during August 1944. These scenarios provide a unique insight into the role of Free French forces during Operation Dragoon, as the invasion of southern France was code named. The Cunin series was re-released by Multi-Man Publishing as the so-called *Provence Pack*.

It's not clear why *LFT* ceased publication in 1999. One explanation bandied about is that Laurent Closier had trouble obtaining enough content for each issue. A more likely explanation for the fate of *LFT* in 1999 was that Laurent and his editorial team could no longer keep pace with the demands of publishing a magazine—even an amateur one such as *LFT*—on a regular basis.

## X Marks The Spot

Another French player disappointed by the loss of *Tactiques* was Xavier Vitry. Regrettably, Xavier was not in a position to do anything about the demise of *Tactiques*. And when *LFT* folded three years later, he found himself posted to Tahiti, as part of France's Troupes de la marine garrison stationed in Papeete. Upon his return to metropolitan France two years later, Xavier resolved to create an enduring successor to *Tactiques*. He broached the idea with a number of French *ASL* players. Laurent Closier suggested that Xavier resurrect and build upon the *LFT* name. Xavier accepted Laurent's gracious offer, and "Hulk" reciprocated by joining the *LFT* crew. A number of other *ASL* luminaries in France also answered the clarion call. Thirteen years later, the production quality of "quatre-vingts"—*LFT's* trademark 80-page magazine—has become the benchmark by which *ASL* publications are measured. The magazine is produced in colour on heavy-weight, coated paper. It includes, at a minimum, 10 scenarios on separate A4 coated cards.

The revamped *LFT* literally began where Laurent Closier's last issue of *LFT* had left off, in the mountains of south-eastern France. Even the scenario numbering system was retained. Therefore, when numero cinq was published in 2000, one could be forgiven for thinking that it was the same magazine. It was not.

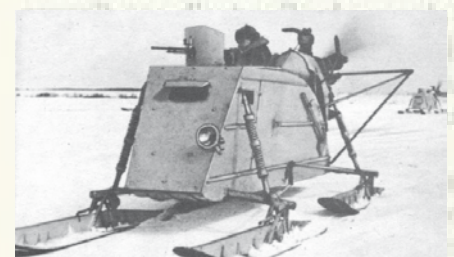
There were similarities. Historical articles and scenarios were linked by a specific theme. In *LFT 3*, it was the mountain warfare that took place along the Franco-Italian border in (1940 and 1945).

In *LFT 5*, it was the battles atop the Massif de l'Authion in April 1945, along the same frontier. And whereas the Laurent Closier's 1998 issue discussed how pillboxes worked in *ASL*, Xavier Vitry's inaugural issue examined minefields. Each magazine also contained reviews and announcements of new *ASL* publications. There was some coverage of the tournament scene, especially in Europe. The text was in French. Colour was used sparingly on both covers, but liberally on the scenario cards.

Some differences were subtle. The hyphen in "*Franc-Tireur*" was dropped, while the subtitle "*Le magazine des fanatiques d'ASL*" was added—a nod to *Tactiques*. Colour photographs graced the inside of the back cover and provided readers with a comparative snapshot of Authion as it appeared in 2000. On the page opposite were black and white photographs of the same scenes taken during the war. At 46 pages, the reborn *LFT* was not much bigger than its predecessor. As we shall see, *LFT 5* was but a tentative first step. It was arguably the same case with the scenarios; there were six. One was a light-hearted parody. The remaining five brought to life the Battle of Authion. Taking a page from *Tactiques*, *LFT 5* included a small colour overlay for use with one of the scenarios. However, the biggest departure from the original *LFT* magazine was that all of the scenarios were published in English. The new editor-in-chief had set an important precedent.

Under Xavier Vitry, *LFT* continued to evolve, and expand. Issue 6, published in 2001, was a whopping 92 pages, not counting ten new scenario designs, a pair of bonus scenarios, a player aid, and a colour overlay of El Alcazar de Toledo (the citadel of Toledo). The theme was the Spanish Civil War (1936-39), and eleven of the scenarios reflected this. Again, the scenarios were published in English. The text of the magazine remained French. *LFT 6* was my introduction to the French publisher, and remains the earliest issue of *LFT* in my collection. One aspect that impressed me was the annotated bibliography, complete with thumbnail photographs of 18 titles on the Guerra de España.

The seventh issue, published in 2002, largely stuck to the formula of the previous year. Ten scenarios on cardstock dealt with engagements during Operation Barbarossa (June-December 1941), as did several of the articles. As coincidence apparently would have it, many of the scenarios in





*LFT 7* were republished in *ASL Journal* 7. “The Yelnya Bridge,” “Last Push to Mozhaisk,” “Borodino Train Station,” “Flanking Flamethrowers,” and “Lenin’s Sons” have become perennial tourney fare. The last scenario is a personal favourite, and coincidentally, among Xavier Vitry’s favourite designs.

The small sheet of overlays included six unmounted counters representing aerosani (аэросани), or “aerosleds.” Picture an airboat skimming across the Everglades and you get an idea of what these sleds were capable of on a frozen waterway. To my knowledge, Jean Devaux’s scenario is the first recorded use of these snow machines in *ASL*. Although the accompanying historical article on aerosleds appeared in French, the rules for employing them in *ASL* were entirely in English. The latter concession to the lingua franca of *ASL* made eminent sense. The concession also heralded an editorial shift that led to the first widespread use of English in the magazine.

When *LFT 8* hit the street in 2004, only a quarter of the content remained in French. The Battle of Normandy steals the show in this 92-page issue. The historical articles and annotated bibliography dealing with the subject were in English. So too were most after-action reports, along with the first of a two-part tutorial on the Overrun process.

The illustrated tour of the Mortain battlefield penned by Laurent Closier makes for interesting reading, even today. At the time, there were only a fistful of *ASL* scenarios dealing with the German attempt to cut off General Patton’s Third Army in August 1944. In Closier’s estimation, there was plenty of scope for a dozen more scenarios portraying the week-long battle. He made this comment in light of the fact that *LFT 8* contained his own *ASL* contribution to the Battle of Mortain entitled “Greyhound at Bay.” Eight years later, Operation Lüttich, as the Germans referred to their counteroffensive, remains largely unexplored by *ASL* designers.

The next issue of *LFT* did not appear until 2006. The delay can be attributed largely to the posting abroad of its editor-in-chief. The illness, and subsequent death, of long-time contributor Jean Devaux was another factor. Sadly, Monsieur “5+2” passed away only days after the publication of *LFT 9*. He never saw the fruits of his latest labours in print. His labours were substantial. In addition to the second part of his tutorial on the Overrun, Jean reviewed more than half a dozen new *ASL* publications, designed or co-designed four scenarios, and contributed his signature brand of “lighter” *ASL* humour to the magazine.

The magazine was shorter than usual. At 80 pages, *LFT 9* was the first issue to be printed in Cambodia. Lower printing costs apparently made a new glossy, all-

colour cover affordable, thereby setting the standard for future editions of all *LFT* publications. The concessions to real-world demands notwithstanding, the ninth issue of *LFT* continued to deliver much *ASL* goodness, 80 percent of which appeared in English. Yugoslavia was the theme of the scenarios, which were mirrored by historical articles on the Cossacks and 7. SS Freiwilligen Gebirgsjäger Division “Prinz Eugen.” The only extra was a sheet of two hill overlays. However, the scenarios offered plenty of variety, including rules that allowed three scenarios to be linked into a mini campaign game (CG) of sorts. Allied Special Forces, Cossack cavalry, Croats, Italians, armour of Tito’s Partisan Army, and Yugoslav air support make for an interesting mix of situations during four-years of frequently fratricidal fighting in the land of the southern Slavs.

The transformation begun in *LFT 9* was completed in the follow-up issue, published little more than six months later. The magazine had come of age. From the spectacular cover art to the polished, four-colour layout, *LFT 10* was a watershed for the French publisher. Perhaps 95 percent of the magazine was now in English. Not content to set a new standard among *ASL* magazines, *LFT* included a small counter sheet as a supplement.

La División Azul—the (Spanish) Blue Division—received top billing in the tenth issue of *LFT*. All of the scenarios in the magazine have a Spanish order of battle, including one scenario set in Berlin on 27 April 1945. Xavier Vitry provided a historical summary of the Spanish volunteers, while Philippe Naud contributed a wonderfully illustrated piece on the Battle of Krasny Bor (February 1943). The Spaniards lost some 1200 killed or missing during the first day of this epic Ostfront clash. Noted Spanish historian Carlos Caballero Jurado was a contributing editor in *LFT 10*. A specialist on the Eastern Front, he proofread the articles and the scenario cards, and provided valuable advice. Xavier’s interview with this widely published author is an added treat.

Photographs, maps, and entertaining ‘toons abound in the 2007 issue of *LFT*. The magazine’s official cartoonist, Emmanuel Batisse, aka “Manu,” was in fine form. The inclusion of the “Gates of the Reich” CG, originally published in French in *Vae Victis 15*, was icing on the cake. The CG was the product of a collaboration between Jena-Luc Béhenne, Jean Devaux, and Philippe Naud. *LFT 10* was everything that the *Rédacteur en chef* of *LFT* could have hoped for, a fitting tribute to fellow *franc-tireur* Jean Devaux.

Issues 11 and 12—published in 2008 and 2010, respectively—replicated the high standards set in 2007. Each magazine was stuffed with 80 pages of *ASL* goodness, and ten scenarios on separate cardstock. Each

magazine nonetheless broke new ground for the publisher with the inclusion of geomorphic mapboards on heavy cardstock. *LFT 11* explored the travails of the French army in 1940. Articles on Stonne, and Platoon Movement (D14.2), for example, encouraged players to sample this period of the war. My favourite article title is: “France 1940: Instructions for Use,” which reviewed the major rule sets that players should be cognizant of before play. Eight scenarios involved French forces in Belgium, and northern France. Another scenario played out along the Franco-Italian frontier—where the Italians were keen to acquire more beach-front property on the Riviera.

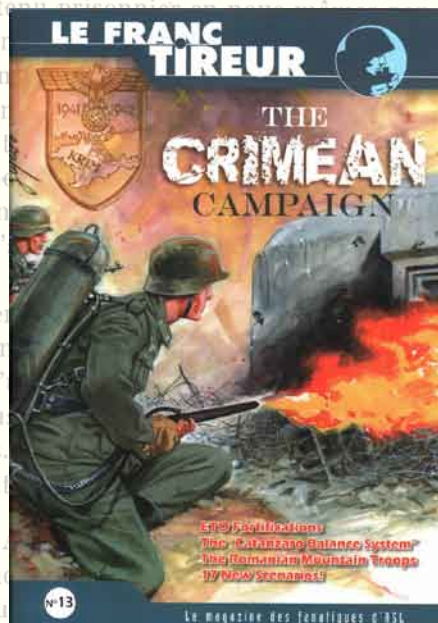
Laurent Closier designed the tenth scenario in the magazine. FT98 “And Then They Landed” is set in Indochina during 1940. The locale is enough to make the scenario unique. But its uniqueness does not end there. The scenario involves a beach landing by the Japanese. *LFT* kindly supplied the beach. Okay, a cardboard one, but a “beach” board nonetheless. As Mark Pitcavage pointed out on his website, board LFT1 alleviates the need for the cumbersome beach and ocean overlays that came with the *ASL* module *Gung Ho!*. Now before you dismiss this scenario out of hand, I urge you to give it a closer look. It is small and uncomplicated. Apart from five Japanese Shohatsu landing craft, the orders of battle consist only of Infantry and support weapons. The scenario can therefore serve as a good primer for getting your head around the basics of a seaborne-assault (G14).

Still intimidated by the prospect of a seaborne assault? Then perhaps the China at War issue of *LFT* has what you are looking for. *LFT 12* is a made-in-Indochina, splash-in-the-sand frolic for fans of the Pacific Theatre (PTO). The amply illustrated “Sons of Beaches” will help you find your sea legs. After wading through the eight-page tutorial, “Seaborne Assaults” puts you on board a Canadian landing craft headed for Juno Beach. This partial “series replay” walks you through the first half of a scenario, allowing you to see how cardboard Canadians hit the beaches in *ASL*.

Hold on! Where are the Chinese? On the beach in FT136 “Shanghai by the Sea,” patiently awaiting the arrival of six Shohatsu. FT136 marries board 49 with the LFT1 beach board from *LFT 11*. As with Laurent Closier’s FT98, Jean-Pascal Paoli’s FT136 is essentially an infantry-only affair, albeit set in 1937, rather than in 1940. All told, eight out of ten scenarios in *LFT 12* involve the Chinese. The most unusual may well be FT145 “Bears of Kinmen.” The presence of board LFT1 signals another seaborne assault. However, this time the Chinese find themselves in the landing craft, and on shore.

*LFT 12* provides a beginner’s guide to the PTO. The magazine reviews the

unique traits of the Chinese (GMD and “Reds”), the Japanese, and the US forces specific to the Pacific Theatre, including the Philippine Army. Also reviewed are the terrain types unique to this theatre, as well as the mutually-assured-destruction (MAD) nature of Close Combat versus the Japanese (G1.64) A copiously illustrated example of a Banzai charge rounds out the PTO briefing. The review of PTO terrain is welcome, especially given that six of the scenarios in the magazine are fought in this terrain. Two of these scenarios are remarkable because they use board LFT2, a board dominated by a big, level-five hill covered in Kunai (grain), interspersed with palms (orchards) and patches of jungle (woods). All in all, *LFT 12* is a solid effort at cultivating an interest in the terrain and combat of the Pacific Theatre.



## Lucky Thirteenth

The latest and biggest issue of this long-running magazine is now available for purchase. The magazine is 100 pages. Excepting one advertisement, all content is in English. *LFT 13* comes with a large, half-board overlay (FT7), and 17 scenarios.

Eleven scenarios take place in the Crimea. Another three are Ostfront cousins. The three, odd men out are a fratricidal spat set in China in 1929, an early-war adventure in Norway, and a rear-area tussle between American and German armour units in France.

After playing a scenario from Lone Canuck's *Ozereky Breakout*, I am keen to try another “Romanian” scenario in southern Russia. One scenario in *LFT 13* is reminiscent of “Subterranean Quarry” from the module *Partisan!* In “Partisan Stronghold,” Romanian troops are tasked with destroying a partisan base of operations

and its garrison. For the most part, however, the Romanians find themselves up against veteran Soviet troops. The upside is that you get to command Romanian assault engineers in “The Land of Fire,” and “En Force!” The Romanians star in five scenarios, and co-star in a sixth, alongside the Germans. That leaves eight more actions for enthusiasts of the Eastern Front.

One of the more unusual Crimean scenarios is “NKVD Nut.” As expected, the headliners in this primarily infantry battle are hard-to-crack NKVD units. The scenario makes use of the NKVD counters that came with the historical module *Valor of the Guards*. Overlay FT7 is used in two scenarios with very similar titles. “Trappenjagd” uses the overlay to transform the airfield on board 14 into farmland, as it might appear in late spring. In “Trappenjagd: the End,” overlay FT7 replaces the village on board 46. Both scenarios occur in May when plowed fields are in effect. *LFT* has therefore supplied two, downloadable versions of the overlay: one with plowed fields, and a second with open ground replacing grain.

In spite of the focus on the Crimea, there is a lot of variety among the scenarios. There is a short, sharp all-armour battle, a pair of river crossings—one at night, air support, and offboard artillery, including one scenario featuring a creeping barrage. There are scenarios for an evening match, and scenarios for a beer-and-pretzel time out. Meatier scenarios may take six or more hours to play. But there is nothing in the mix that should take longer than eight or nine hours to set up, play, and pack away. The last scenario in the bunch is trademark Xavier Vitry: Waffen SS versus Soviet heavy metal in Berlin. *LFT* is back, in black!

For those who claim to buy *LFT* magazine for the articles, there truly is more to the magazine than pictures. In keeping with the theme, Philippe Naud and Xavier Vitry provide articles on the Crimean campaign, Romanian Mountain troops (Vanatorii de Munte), and the eventual recapture of the Crimea by Soviet forces in the spring of 1944. Many of the scenarios in the magazine contain some form of fortification. Laurent Forest has thoughtfully provided an overview of fortifications found in the European Theatre of Operations (ETO), complete with illustrated examples, and Manuesque humour.

Other articles include a sales pitch by the director of the VASLeague. Enrico Catanzaro is not trying to

sell us on the merits of his tournament—and there are many. Rather, he is trying to sell us on the merits of a novel, scenario-balancing system, one which he encourages scenario designers to adopt. Bearing in mind that Sicilian suggestions are seldom suggestions, scenario designers (and publishers) may want to pay attention to what he has to say.

Another contributor worth paying attention to is Lieutenant Colonel Pierre Prod'homme. This recent War College graduate walks us through a tactical exercise with cardboard troops (TEWCT). His after-action report of AP15 “Broken Bamboo” is well structured and highly analytical. Leave it to a French Marine to show us how to conduct a fall-back defense with the Japanese.

The longest “article” in the mag is actually a guide. Some 20 pages are devoted to a “Strategy Guide” for Heat of Battle’s classic historical game *Berlin Red Vengeance (BRV)*. If you are a devotee of the urban campaign game, this article is for you. Seven maps accompany the text, which analyses key locations and where to position your best assets.

The latest issue of *Le Franc Tireur* is chock-a-block with maps, colour drawings, and contemporary photographs. Even if one discounts the *BRV Guide*, there are almost 80 pages of content to peruse on a rainy day. An illustrated bibliography is provided for those eager to learn more about the Crimean Campaign. However, I suspect that there are enough interesting scenarios to keep you busy for many rainy days to come.

## Where to buy

You can order your copy of issue 13 direct from *LFT* at <http://www.lefranc-tireur.org/> for €37 plus shipping, as well as Bounding Fire Productions (<http://www.boundingfire.com/>), Battleschool KitShop (<http://asl-battleschool.blogspot.ca/p/kitshop-store.html>), and numerous other games stores.



(suite page 2)

Le Franc-Tireur parle franc.

# SOVIET ANTI-TANK GRENADES

Michael Davies

Almost as soon as the tank was first used in 1916 the Germans started throwing grenades at them. An individual grenade could send splinters and blast waves through gaps in the armour, and if landing underneath or on top of the Mark IV or V, penetrate the armour. Grenade bundles could do much more damage with the Germans using bundles grenades as well as a hessian sack filled with grenades and other available explosive. If in contact with a tank the blast was sufficient to blow a hole in the armour and injure the crew.

Throwing explosives against tanks caught on virtually everywhere. Most armies developed tactics for infantry to attack tanks using grenades and other explosives. Generally these exploited the thin armour of tanks in the 1920s and 30s, which were vulnerable to basic anti personnel grenades. A grenade exploding in contact with a metal plate might penetrate 10mm of armour; vision slits were also very vulnerable to close range blast. The main problem in grenade attacks was the fuse. For optimal results the explosion needed to be in contact with the target, difficult to achieve with a timed fuse. So attackers needed to place a grenade on a flat surface and allow it to detonate, roughly judge fuse time or just throw and hope for the best. Something better than a basic hand grenade was needed.

Two countries, Soviet Russia and Great Britain developed specialist anti tank grenades in the 1930s. The Germans also developed the Panzerwurfmine during World War 2, a hand thrown HEAT grenade stabilised by a small parachute, it was used from May 1943 mainly by Luftwaffe ground forces.

## Anti Tank Stick Grenade RPG 40



Design work for the RPG 40 (RPG being short for 'ruchnaya protivotankovaya granata') began in the 1930s to create a hand thrown grenade capable of damaging contemporary tanks. Basically a big potato masher style grenade with an impact fuse, it weighed 1191g, roughly twice that of a standard grenade, and contained 795g of TNT. A standard grenade contains much less than that, usually well under 100g.

The explosive charge could penetrate around 20mm of armour. This was just about good enough for 1930s vintage armour and

1940s light tanks, but against more modern designs the RPG 40 struggled. To do damage it needed to be optimally placed. As the fuse was instantaneous optimally placing the grenade on an alert and supported tank was difficult. Some Soldiers resorted to determined suicidal attacks from short range or actually striking the RPG 40 against the target.

The RPG 40 was limited as an anti tank weapon, but still useful against bunkers, in house clearance, and against armoured cupolas. It was also used for booby traps. Millions were manufactured, most used against non armoured targets, and some even remain in service today.

Against soft targets it relied on its explosive charge, causing damage out to 20-25 metres. The thrown range was around that distance so it was important to take cover after throwing.

The Red Army claimed to have knocked out Elefant/Ferdinand assault guns using RPG 40.

The German army used captured stocks, issuing them as Handgranate 338(r).

## Anti Tank Stick Grenade RPG-43



The Soviets had experimented with hollow charge war heads with the VPSG1941, and made extensive use of captured German Heft Hohladung Granate (ATMM). The technology offered a hand

delivered grenade with considerable armour penetration.

The RPG-43 used an impact fuse; to detonate a 700g TNT shaped charge, which directed a copper liner into a jet travelling at hypersonic speed. Armour penetration would be somewhere in the region of 70-95mm. The best results occurred when the grenade was perfectly aligned to the target.

To ensure the grenade hit the target head first the RPG-43 had cloth drogues that deployed in flight as a safety fuse was triggered. The principal is similar to that of a dart or arrow where the flights optimise trajectory. It works, but slightly slowed the grenade and limited its range. It also caused the grenade to make a weird fluttering noise like a flag or washing on a windy day.

With an RPG-43 a determined and skilled Soviet soldier could damage virtually any German tank from any facing by throwing in an arc to impact roof armour.

Enemy counter measures aside there was an issue with the blast, it was absolutely essential to take cover whilst the grenade was in flight as it's blast radius was 20-25 metres and its thrown range usually under 20 metres. Generally it was safer to throw an RPG-43 from a rooftop or upper story window, but even then taking cover would be prudent.

Although hazardous to use the RPG-43 was an effective weapon. It could destroy armour, and was also lethal against enemy troops in buildings or fortified locations. Its main weaknesses were limited range, a tendency to bounce off without detonating if thrown gently, and the need for attacking infantry to break cover to attack. The drogues also meant it wasn't easy to use in a strong wind.

Despite its faults the RPG-43 was cheap to produce, easy to transport and looked right.

A practice version was developed, with a rubber casing and small smoke charge.

I'm not sure when the RPG-43 first saw service; it's most likely use was from the start of 1943, the latest possible date would be September 1943.

Post war it was supplied, well usually sold, to Soviet allies and turned up Korea, Vietnam and the Middle East. Deactivated ones are collectible, and can go for £50+.

## Anti Tank Stick Grenade RPG-6



The Soviets liked the RPG-43 and sought ways to improve it. Hollow charge weapons perform best

when they detonate a short distance from the armour they are designed to penetrate. The best results are achieved about the same distance from the plate as the diameter of the grenade. The RPG 6 was similar to the PRG 43 but the cloth drogues were contained in the grenades handle and the top of the grenade was a metal dome designed to keep the explosive charge a set distance from the target.

The TNT filling was 560g of TNT, capable of penetrating around 100mm of armour if optimally placed. The blast radius was close to 20 metres roughly the same as the throwing distance.

Designed in September 1943, it was mass produced and in service from October 1943. The decent blast radius made it effective against fortifications and enemy

## Rifle Projected Anti Tank stick Grenade VPGS1941



Hollow charge explosives have been used in mining for years, and experiments were conducted before World War 1 to use the principals to defeat armour plate. However the idea never really took off as it was competing with already fully functional designs for torpedoes and guns of 10 or 12 inch calibre which could penetrate 12 inches of armour at several thousand yards. The invention of the tank led to renewed interest as the armour was only millimetres thick, and vulnerable to relatively small hollow charge explosive devices.

In October 1941 a Soviet design team headed by Serdyukov designed a rifle grenade that could be fired from a standard rifle. It looked like a small mortar round with a long rod that was inserted into the rifle barrel. When fired the tail of the grenade slid down the rod to stabilise it in

flight. The grenade had an impact fuse and a hollow charge explosive warhead.

The grenade was small, 455mm long (including rod), 64mm in diameter, and weighing 678g. The explosive charge was about 334g. Armour penetration was pretty decent, 30-40mm, good enough for 1941. Range was about 60-70 metres if fired directly at the target, up to 140 metres if fired at a 45 degree angle. It sort of worked, and 30 or 40 mm of armour penetration was enough to destroy a light tank, half track or soft skin vehicle. The concept of a grenade that could be used by any rifle was a good one, but didn't really work as firing a VPGS 1941 damaged barrels. There were also issues with accuracy, and range. Occasionally the impact fuse detonated prematurely when the grenade was launched killing or injuring the firer.

The weapon was used in 1941 in the fighting in front of Moscow and at Leningrad. By the time it was in service the Soviets were beginning to issue PTRS and PTRD anti tank rifles that were almost as effective against light armour at greater range. Production ceased by mid 1942, with stocks being used until depleted.

The VPGS 1941 was never very popular, even so an interesting design that was marginally effective against light armour.

## Captured and Allied Equipment

Soviet forces used captured German, Japanese, and Italian grenades. This was most common during 1944 and 1945 when the Soviet forces advanced hundreds of miles into enemy occupied territory and were able to exploit some intact weapons dumps. At a tactical level units would simply pick up and use enemy equipment. Special detachments were tasked with recovery and distribution of war booty.

The most prized captures were Panzerfausts, and Hafthohlladung, the German anti tank magnetic mine. These were issued to tank hunter teams and sappers. They were more frequently used against infantry and fortifications than armoured targets. Panzerfausts were issued with a cartoon describing how to fire them. The mechanics were simple enough for a German pensioner to understand, the weapon is basically a big firework. Hafthohlladung required more skill to use, tended to be found with specialist Sapper or assault engineer units.

Allied forces supplied the Soviets with grenades, anti tank rifles, bazookas and PIATs.

## Zimmerit and schürzen

Zimmerit was applied to German tanks from 1943 to September/October 1944. Although generally known as an anti-magnetic mine paste it didn't really have any special anti magnetic qualities. It worked by create an irregular surface that made attaching a magnetic device more difficult, and created a space between the tank's armour and a HEAT projectile. The layer was about 5mm thick.

The paste did help against captured Hafthohlladung, and would have been marginally effective against hand thrown grenades with a HEAT warhead. The layer really wasn't thick enough to make a difference to HEAT penetration but the irregular surface made it more likely a jet would be deflected.

Zimmerit was phased out in 1944 after a rumour of HE setting fire to it. Application had been suspended whilst this was investigated and once the rumour was proven false not reinstated. Applying Zimmerit increased production time, and used additional men and materials, further it added weight to the tank (up to 200KG for a King Tiger) which wasted fuel.

After the war no one really resurrected the idea as HEAT warheads were becoming extremely powerful to negate any

advantage a small layer of paste might give.

Schürzen or skirts were originally boiler plate screens fitted to German tanks for additional protection against Soviet 14.5mm ATR rounds, which even when they didn't penetrate made a noise and distracted the crew. The thin plating made penetration less likely by damaging the bullets trajectory before it hit the main armour. It was also effective against hollow charge (HEAT) weapons. A standard Soviet anti personnel grenade would detonate against the Schürzen without doing damage to armour, and even RPG grenades would struggle against it, as the jet would be formed further away from the armour. Later schürzen was a wire mesh which was lighter and used less metal whilst still giving about the same level of protection. Its main downside was additional production costs, and it being slightly harder for crews to scramble in and out of their vehicles.

## Historical Soviet Infantry Anti Tank Tactics

The Red Army relied on conscription for its soldiers even before the war. Training would be basic, but would cover drill and use of standard equipment. There was a big push to train specialists in peacetime, for example Morse coders and radio operators. Skills that take time to develop and could be done with little equipment. Ammunition supplies were limited so live fire drills relatively rare.

Something has to be said about low literacy levels and limited vocabulary of some Soviet recruits. A proportion of recruits could not read, simply because they had not learnt, and others had a spoken vocabulary of perhaps 300 words after being born and raised in remote communities. This was a challenge for trainers but in many cases could be addressed. Adults can learn to read, and in the cases of grenade use most of the skills required can be taught by example and repetition. While teaching people how to identify and fit fuses would be more challenging, in cases where this obviously couldn't be done the recruit would be given a fused grenade when going into action. Reading is one of life's pleasures but you can get through life without it if you are reasonably bright.

Grenade tactics emphasised the use of cover and concealment to get close to the target be it armour or infantry. Cover was essential for impact fused weapons as the blast radius was very close to the maximum throwing range. For drogue stabilised grenades one option was to attack from upper story windows or rooftops. This provided both cover and concealment and had the additional advantage of making a hit on vehicles thinner roof armour more likely.

Coordinated attacks were stressed in training manuals. Grenadiers should

attack in conjunction with molotov throwers, sub-machine gunners, anti tank rifle teams and other heavier weapons when available. If an enemy tank's supporting infantry could be driven off by small arms fire or artillery, grenade attack against the vehicle itself became easier. Some skilled grenadier could place a grenade in an open hatch. Practically any Soviet grenade detonating inside a vehicle would destroy the crew, with the more powerful grenades having a better chance of causing a fire or ammunition explosion. Just forcing German tankers to button up was a gain for the Soviets as it would degrade combat performance.

Part way through the war a bounty of 1000 Roubles (about \$200 or £100) was offered for destroying a German tank. At a time when a private soldier's pay was 600 Roubles a month, it was a big enough reward to further encourage aggressive action, even though most tanks would be destroyed by the actions of a small group of soldiers. Chances are the award would be spent on food and vodka but in the middle of a Great Patriotic war that is sensible.

The Germans excelled at battlefield recovery of immobilised and damaged tanks. Allied forces did get wise to this and increasingly sought to brew up enemy armour or use explosives to further damage an abandoned vehicle. Anti tank grenades were useful for this. The RPG could be dropped into an opened hatch and would likely cause a fire and/or ammunition explosion.

On occasions Soviet infantry in desperate situations could dive underneath enemy armour and detonate their grenades underneath the vehicle. This would usually do enough damage to disable the tank, but the blast would kill the attacker. Five Soviet soldiers did just this at Taranovka Station on 2nd March 1942, when a platoon sized unit fought against an attack supported by perhaps as many as 35 armoured vehicles.

In general, anti tank grenades were most useful in urban settings against open topped or lightly armoured vehicles. Even against powerful units such as the later Mark IV, Panthers, Tigers and heavy assault guns they could encourage crews to button up and rely on infantry support.

Anti tank grenades were also used against infantry and fortifications. In rural situations anti tank grenades would be about as useful as standard anti personnel grenades, but against troops in building so or fortifications the larger blast and any armour piercing jet would be effective. German troops in urban fighting would fortify buildings, barricading doors and fitting chicken wire or netting over ground floor windows. One or more RPG hurled at a wall or barricaded door could blast an opening and create a pyrotechnic display as a super heated jet of copper burst into the room.

An RPG would also clear a window of any obstruction allowing other grenades to be thrown or troops to enter. The effect would be greater if combined with other attacks, small arms fire and ATR against stunned or wounded troops would prevent the Germans recovering from the initial surprise. The Germans frequently commented on how Russian assaults would begin with a shower of grenades, closely followed by troops with close combat weapons, SMG and more grenades.



## Soviet Infantry Anti Tank Tactics in ASL

The *ASLRB* doesn't really make specific or obvious provision for Soviet RPG; it's likely they are simply factored into close combat attacks against vehicles. Very occasionally third party SSR allow for inherent anti tank grenades or captured ATMM, and designers sometimes include Molotov capability, flame throwers, demolition charges or assault engineers to boost Soviet anti tank capability.

## Conclusion

Soviet anti tank grenades gave good service against soft skin vehicles, lighter armour and fortifications during World War 2. Used in conjunction with other anti tank weapons they could even challenge really heavy armour such as the Ferdinand assault gun as at Kursk.

At the very least aggressive grenade tactics encouraged German armour to either button up or stay at the limits of throwing range. By persuading the Germans to develop and use Zimmerit and schürzen, RPG complicated the production of German Armour, increased the fuel used, and caused countless cuts and grazes on Vehicle Crews.

RPG had some practical value and continued to be used post World War 2, gradually being replaced by much more destructive rocket propelled grenades.

In *ASL* there aren't specific *ASLRB* rules for hand thrown Russian anti tank grenades, but the standard close combat rules against vehicles aren't far off. What I would like to see though is more scenarios featuring captured ATMM, Panzerfaust and Panzerschreks.

## INTENSIVE FIRE 2012

Continued from page 5

ended up with the Poles. They get 12 squads, a HMG, a couple of 46\*mters and three tankettes. Germans get 7 squads, LMG, ATR and a 20mm gun. To win the Poles have to exit 16VP or clear a road (including adjacent hexes) from top to bottom of the map.

I opted to go for the exit VP – you need at least one infantry VP, and as you won't get much more infantry off than that, kept my tankettes out of trouble at the back. I set up virtually everything on the right (from the Poles POV) and charged forward risking the odd -2 shot. Mid game I shifted some of my infantry diagonally to the left, causing a bunch of Germans to run one way and then back the other. Helped by a couple of breaks that bust the right flank open, the Poles got forward and as we came into the endgame I had 3-4 squads poised to get off. I nearly got two squads of prisoners off, but when Dom realized they were double VP, he targeted them ruthlessly breaking the guards and reducing both squads.

As it happens the tankettes piled through the left hand side without difficulty – an ATR missed, and the 20mm had too many hindrances to have a realistic chance of hitting a double small and motion target. Dom sensibly resigned at that point. I think if the Germans are to win this they need to knock out at least one tankette – so even firing the LMG at infantry is a risk (Dom's malfed and never repaired.)

Gerard had won his game making the team score 6-2 with Eric still playing (never did find out that result) but the points monkeys assured me this was enough to win.

So not a bad *ASL* year for me 6-0 in this tournament, and 7-0 in Heroes, two trophies and well on the way to becoming the most reviled and hated *ASL* player in all of Christendom! And if you think this kind of smugness is irritating, spare a thought for my poor local oppo Mark Blackmore who has to put up with this on a regular basis. (Although some might say he had it coming...) Like Hirohito, he's going to have to endure the unendurable...

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# 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!

## FEBRUARY

### ASL SCANDINAVIAN OPEN 2013

**When:** 22 – 24 February.

**Where:** Akademisk Studenterkursus, Titangade 9B, 2200 Copenhagen N. The nearest hotel is the Hotel Jørgensen, Romersgade 11, 1362 Copenhagen K., which offers single rooms from €80 per night, and double rooms from €47, as well as other options. It is about 30 minutes from the gaming venue but lifts can be arranged by the organisers.

**Fee:** €35.

**Format:** Five round tournament beginning 2pm Friday afternoon. Two rounds are played Friday, two on Saturday, and the final round on Sunday, finishing 12pm. A mini-tournament will run Saturday and Sunday, and friendly games are also available.

**Contact:** For more details or to register contact Michael Hastrup-Leth by email [hastrupleth@gmail.com](mailto:hastrupleth@gmail.com) or Bo Siemsen by email [bo@siemsen.dk](mailto:bo@siemsen.dk).

## MARCH

### HEROES 2013

**When:** 7 – 10 March.

**Where:** Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates to be confirmed, in 2012 they were £31.00 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 Philipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email [heroes@vft.co.uk](mailto:heroes@vft.co.uk). For up to date information check out the tournament website at <http://www.vft.co.uk/heroesdetails.asp>.

## JUNE

### 2013 Texas Team Tournament

**When:** 20 – 23 June.

**Where:** Wingate Conference Center, 1209 North IH-35, Round Rock, TX 78664. Telephone (512)341-7000 or fax (512)341-7011. Room rates are \$79 plus tax per night if booked by 7 June – mention you are with the Central Texas ASL Club to get the discount.

**Fee:** \$36 for the Thursday to Sunday, \$31 for Friday to Sunday, or \$21 for just Saturday.

**Format:** The main tournament has three person teams (assigned at the beginning of the tournament by the Tournament Director) pitted against each other. You must pre-register by June 7th, 2013 to be eligible. Friendly gaming begins on the Thursday. Mini-tournaments are also available throughout the weekend.

**Contact:** Email the Central Texas ASL Club at [CTASL@aol.com](mailto:CTASL@aol.com). For the latest information check out the tournament website at <http://www.texas-asl.com/>.

## DOUBLE ONE 2013

**When:** 28 – 30 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 start at £30.00 for a single room and breakfast.

**Fee:** £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](mailto:derek.cox@dsl.pipex.com), or Brendan Clark by email at [brendan.clark@virgin.net](mailto:brendan.clark@virgin.net). Check out the web site at <http://www.doubleone-online.net/1.html> for the latest details.

## OCTOBER

### ASLOK XXVII

**When:** 6 – 13 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](http://www.holidayinn.com/cle-airport). 2013 room rates are to be confirmed but in 2012 they were \$76.00 plus tax. 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](mailto:damavs@alltel.net). Check out the web site at [www.aslok.org](http://www.aslok.org) for the latest details.

## INTENSIVE FIRE 2013

**When:** 24 – 27 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 £43.00 per night, double rooms £36.00 per night per person if booked prior to 1 October – thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at [www.kiwihotel.co.uk](http://www.kiwihotel.co.uk).

**Fee:** £10.00 if registering with the organisers before 1 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.

**Contact:** For more details or to register contact Pete Philipps, 9 Pier Road, Kilchoan, Acharacle, Argyll, Scotland, PH36 4LJ. Phone (01972) 510 350 (evenings only) or email [if@vft.co.uk](mailto:if@vft.co.uk). For up to date information check out the tournament web site at <http://www.vft.co.uk/ifdetails.asp>.

## NOVEMBER

### Grenadier 2013

**When:** 7 – 10 November.

**Where:** "Gästehaus Heimbach", Schulstraße 6, Hergarten. Hergarten is a little town in the German part of the Eifel. It is 10 Km to Zülpich 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](mailto:Christian.Koppmeyer@freenet.de). Check out the Grenadier web site at [www.asl-grenadier.de](http://www.asl-grenadier.de) at for up to date information.

## DECEMBER

### 10<sup>th</sup> NEW YORK STATE ASL CHAMPIONSHIP

**When:** 6 – 8 December.

**Where:** Best Western Sovereign, 1228 Western Avenue, Albany, NY 12202. Tel 518-489-2981. The room rate is \$76.00 per night which includes a full breakfast. There is a free airport shuttle to and from the hotel.

**Fee:** \$40.00.

**Format:** Five rounds of round-robin play, using scenarios from the selected playlist.

**Notes:** T-shirts are \$10.00 ea (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)

**Contact:** Joe Loece, 39 Ashton Drive, Staten Island, New York 10312, or by email at [asl726@aol.com](mailto:asl726@aol.com). Check out the web site at <http://www.nys-asl.com/> for the latest details.

Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20 Apr 1999)  
Hamish Hughson, 15 Esmonde Gardens, Elgin, Moray, IV30 4LB (21 Mar 2010)  
Kevin Horner, 11 Baillies Road, Forres, Moray, IV36 1JA (11 Oct 2010)  
Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (04 Feb 2009)  
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21 May 2001)  
Neil Stevens, 4 Grants Crescent, Paisley, Renfrewshire, PA2 6BD (09 Mar 2012)  
Pete Philipps, 9 Pier Rd, Kilchoan, Argyll, PH36 4LJ (10 Jan 2013)  
Jonathan Swilliamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01 May 1998)

## Wales

Andrew Whimmet, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03 Sep 2008)  
Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF14 6JX (22 Nov 2002)  
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03 Sep 2008)  
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25 Feb 1999)  
Nick Rijke, Aneddfa, Cellan, Lampeter, Ceredigion, SA48 8HY (06 Sep 2010)  
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL  
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27 Aug 2002)

If there are any mistakes, please let me know so I can correct them for the next edition. If you have Internet access you can also correct your details on the *VFTT* web site at [www.vft.co.uk/my-account.asp](http://www.vft.co.uk/my-account.asp).

# LASL

L o n d o n ' s  
Advanced Squad  
Leaders

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

We usually meet on the second Saturday of each month from 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](mailto:brendan@doubleone-online.net) to arrange a game and ensure there are no last minute problems.

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# Double One 2013



**Friday June 28<sup>th</sup> to Sunday June 30<sup>th</sup>**

The London ASL tournament "Double One" is set for the weekend of June 28th to 30th, returning to the regular venue, Writtle College, and with continued support from our main sponsor, Leisure Games - [www.leisuregames.com](http://www.leisuregames.com).

Double One's college venue offers excellent value for money bed and breakfast accommodation, large gaming rooms, open for extended gaming times across the whole weekend, and is located close to Chelmsford, Essex, with easy access to London via a 40 minute main rail link, the M25, and Stansted international airport.

## The weekend

The tournament starts on the Thursday evening with a meal off campus. After the positive feedback from 2012, we will be returning to the local Indian/Chinese restaurant about  $\frac{1}{2}$  mile walk from the college, which does a superb buffet deal.

The gaming room opens at 8.30am on Friday 28th June. We will be running several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon.

On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating.

Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website in early 2013.

## The venue

The tournament's venue will be the Writtle Room, Writtle College, Lordships Road, Writtle, Chelmsford, Essex CM1 3RR - [www.writtle.ac.uk](http://www.writtle.ac.uk). Room opening times are 8.30am - midnight Friday, 8am-midnight Saturday, and 8am-3.00pm Sunday (prize giving circa 2.30pm)

The venue is less than 2 miles outside Chelmsford and is easily accessible:

- By car - the college is less than 15 miles from both junction 28 of the M25 and junction 7 of the M11.
- By train - Chelmsford station has a regular direct service on the London Liverpool Street line. Free pick ups and travel between the station and college can be arranged with the organisers
- By plane - London Stansted airport is less than 30 minutes from the venue, and for those flying into Stansted, free pick ups and transportation can again be arranged with the organisers.

Participants intending to stay overnight should book their B&B accommodation directly with the college (£30.00 plus VAT per person per night). Contact the organisers for a booking form and T&Cs. Further information can be obtained by contacting the college (phone +44 (0) 1245 424200 ext 25645)

The college has a licensed bar which will be open during the weekend. Sandwiches and snacks will also be available. Writtle village is a very short walk from the college, with a varied selection of pubs, restaurants and a mid-sized supermarket.

## Attendance fees

The attendance fee for the weekend is £15.00. Payment can be made by either Paypal or cheque.

For further details, please either visit the tournament's website at [www.doubleone-online.net](http://www.doubleone-online.net) or contact the organisers as follows:

Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex. CM1 2RD. United Kingdom. [derek.cox@dsl.pipex.com](mailto:derek.cox@dsl.pipex.com)

Brendan Clark [brendan.clark@virgin.net](mailto:brendan.clark@virgin.net)

You can also keep up to date with developments by joining the London ASL Yahoo Group - <http://uk.groups.yahoo.com/group/LASL>

We look forward to welcoming you to Double One in 2013!